Elder Scrolls Mythras

A Mythras hack made with love

I own no part of the Elder Scrolls IP or universe
Nor any parts of Mythras
Except what is in my heart

Please don't sue me

By Glömmerska, aka Meat God

For inquiries, find me on the Mythras Discord
https://discord.gg/mythras-469341944888164352

Introduction

The Elder Scrolls franchise is a messy one. Originating from the days of *Ultima Underworld* and *Wizardry*, each major installment in the series snips or outright shreds the previous installment's lore. Each Age is in flux to fit the current tech capabilities, art direction, or marketability of the next console. Every game plays differently, but there is a distinct "Feel" that the middle 3 in the mainline series (Daggerfall, Morrowind, Oblivion) have that most people refer to when they speak of the series.

This document attempts to capture that Feel, but due to the lore messiness there can't be a truly correct way to translate many aspects of the games. An attempt is made to capture the following facets about the Elder Scrolls setting:

- High fantasy, high magic
- Limited technology
- Aedra and Daedra play a role in everyday life
- Multi-choice multi-step character creation
- Adherence to the game mechanics when reasonable

Justifications and alternative interpretations are given often, as this document attempts to unify inherently video gamey ideas with the numbers and mechanics of Mythras. These will mostly be provided in comments off to the side: I recommend having this document in desktop mode for ease of reading and for accessing the table of contents on the left side.

Character Creation

This first section will do step by step character creation just like in the core rules, and explore the possibility of doing alternate characteristics. Skills have a lovely analogue in Mythras due to both using 100 point scales, though Mythras can go above 100%. The usual classifications are thus slightly modified.

Skill Level	***Classification***
25% or less	Novice
26-50%	Apprentice
51-75%	Adept
76-100%	Expert
101%+	Master

In the mainline series, it is standard for players to start with very low scores in their skills (a maximum starting value of 50 can be achieved in Morrowind), and to partially model this, the maximum amount a character can increase any one skill at each step of character creation is 10%. Players can still reach high levels with the right combinations, particularly with Birthsigns.

Optional: Alternate Characteristics and Derived Attributes

Let's behold the elephant in the room and wrestle with their trunk. Part of the Feel is having the eight capabilities of Strength, Intelligence, Willpower, Agility, Speed, Endurance, Personality and Luck. You can progress with the normal Mythras characteristics, but if you want to represent those eight, here's a way you can go about it, with altered Attribute tables. Justification for which Characteristics govern which Attributes is given in terms of Elder Scrolls game mechanics.

Strength (STR): Affects carrying capacity (STRx2), majorly affects Damage Modifier.
Intelligence (INT): Affects total Magicka.
Willpower (WIL): Affects Magicka recovery rate.
Agility (AGI): Minorly affects Damage Modifier, minorly affects location Hit Points. Use Agility instead of Size to determine Knockback (Page 104, core Mythras book).
Speed (SPD): Affects Initiative.
Endurance (END): Affects Healing Rate, majorly affects location Hit Points.
Personality (PER): Affects XP Modifier.
Luck (LCK): Affects Luck Points.

Damage Modifier

STR x 3 + AGI	*Damage Modifier*
10-19	-1d6

20-29	-1d4
30-39	-1d2
40-49	0
50-59	+1d2
60-69	+1d4
70-79	+1d6
80-89	+1d8
Each 10 points	Continue Progression

The Reasons Why...

- *STR: Strength affects the amount of damage you deal with weapons in every game.*
- *AGI: Affects damage you deal in the games by increasing your accuracy, and increases ranged damage. Can justify with muscle memory and coordination allowing more lethality.*

Experience Modifier

Instead of adding your INT to your roll when spending XP, you add the average of your INT and WIL. Your actual Experience Modifier though, is determined solely by PER.

PER	***Experience Modifier***
6 or less	-1
7-12	0
13-18	+1

19+	+2

The Reasons Why...

- *PER: A better Personality raises people's Dispositions towards you and thus makes them more willing to cooperate.*

Healing Rate

END	*Healing Rate*
6 or less	1
7-12	2
13-18	3
19+	4

The Reasons Why...

- *END: A higher Endurance governed healing rate in Daggerfall.*

Magicka Recovery Rate

This recovery rate is a baseline for determining speed of Magicka recovery, and is further modified by how you want to structure your game pacing, as discussed in the Magicka section.

For non-alternative Characteristics, use POW instead of WIL.

WIL	*Magicka Recovery Rate*
6 or less	1

7-12	2
13-18	3
19+	4

The Reasons Why...

- *WIL: Willpower increased the speed of Magicka recovery in Oblivion.*

Hit Points Per Location

END x 3 + AGI

Location	*10-19*	*20-29*	*30-39*	*40-49*	*50-59*	*60-69*	*70-79*	*+10 pts*
Leg	2	3	4	5	6	7	8	+1
Abdomen	3	4	5	6	7	8	9	+1
Chest	4	5	6	7	8	9	10	+1
Arm	1	2	3	4	5	6	7	+1
Head	2	3	4	5	6	7	8	+

The Reasons Why...

- *END: Endurance affects your maximum hit points in every game.*
- *AGI: Increases survivability by increasing your chance to dodge attacks. Can justify with more agile characters instinctively reacting to lessen damage even when unaware.*

Initiative Bonus

The Initiative bonus of a character is simply equal to their Speed attribute.

The Reasons Why...

- *SPD: Speedier characters are able to control the flow of combat and react faster than slower characters.*

Luck Points

LCK	*Luck Points*
6 or less	1
7-12	2
13-18	3
19+	4

The Reasons Why...

- *LCK: "Affects everything you do in a small way."*

Magic Points (Magicka)

A character's total Magic Points (hereafter referred to as Magicka) are equal to the character's Intelligence score.

The Reasons Why...

- *INT: Determines Spell Points, Magic, Magicka, etc in every game.*

Movement Rate

Default Movement Rate is 6m for every race. You can also have SPD affect Movement Rate, 5m + (1/10)*SPD, don't round. But consider that this may be a bit fiddly and not worth it.

Altered Skill Table

The tables below show all the Standard and Professional skills in core Mythras with their new governing Characteristics, followed by the new Magic skills.

Standard Skills

Skill	*Basic Percentage*
Athletics	SPD x 2
Boating	STR + END
Brawn	STR x 2
Conceal	WIL + AGI
Customs	INT + PER
Dance	AGI + PER
Deceit	INT + PER
Drive	WIL + AGI
Endurance	END x 2

Skill	*Basic Percentage*
Influence	PER x 2
Insight	INT + WIL
Locale	INT x 2
Native Tongue	INT + PER
Perception	WIL + SPD
Ride	WIL + SPD
Sing	PER x 2
Stealth	WIL + AGI
Swim	SPD + END

Evade	AGI + SPD
First Aid	INT + AGI

Willpower	WIL x 2
Combat Styles	STR + AGI

Professional Skills

Skill	***Basic Percentage***
Acting	PER x 2
Acrobatics	STR + AGI
Art	WIL + PER
Bureaucracy	INT x 2
Commerce	PER x 2
Courtesy	PER x 2
Craft	INT + AGI
Culture	INT + PER
Disguise	WIL + PER
Engineering	INT x 2
Gambling	INT + WIL
Healing	INT + WIL
Language	INT + PER

Skill	***Basic Percentage***
Literacy	INT x 2
Lockpicking	AGI x 2
Lore	INT x 2
Mechanisms	INT + AGI
Musicianship	AGI + PER
Navigation	INT + WIL
Oratory	WIL + PER
Seamanship	INT + END
Seduction	PER x 2
Sleight	AGI + SPD
Streetwise	WIL + PER
Survival	WIL + END
Teach	INT + PER

Track	INT + END

Magic Skills

Skill	*Basic Percentage (Alt)*	*Basic Percentage*
Alteration	WIL + END	CON + POW
Conjuration	INT x 2	INT x 2
Destruction	INT + WIL	INT + POW
Enchanting	INT x 2	INT x 2
Illusion	INT + PER	INT + CHA
Mysticism	WIL + AGI	DEX + POW
Restoration	WIL x 2	POW x 2

Optional: Luck Affects Everything

Luck would apply a small malus/bonus to every skill in some way in the games that included it. This can be modeled by giving a +1 to all skills for every 2 full points of Luck above 10, or a -1 to all skills for every 2 full points of Luck below 10.

Races and Starting Characteristics

The race you play in the games pretty much locks you into a specific style of play unless you're deliberately going for something strange, like an Orc mage or Altmer

warrior. An effort is made to agnosticize many of the typical racial bonuses to allow breaking type less punishing, as Mythras is not a restricted, class based game. This mostly means taking active abilities or powers (Adrenaline Rush) and making them passive (Rapid Recuperation). Nevertheless, some races will always be better at some archetypes than others.

Race determines starting Characteristics and the character's default Culture step. Allow your players to use a different race's cultural skills if they were raised in a different dominant culture (an Altmer raised in a Black Marsh town among Argonians will have trained Swim for example). The Culture step is slightly modified as follows:

- Apply a static +40% to Customs and Native Tongue*
- Select three Professional Skills, and gain Literacy as a free 4th*
- Distribute 100 points across the listed Standard Skills and Professional Skills (including Native Tongue), with no minimum for any skill and **a maximum of 10%** given to any one skill

*See the multiculturalism aside below

Discussions on the races are limited in flavor and instead focus on the mechanical differences and this document's attempt to reconcile them with Mythras. If more flavor is needed, check out the UESPWiki and read up on their lore there. It is also recommended to go there to get inspiration for Cultural Passions.

For standard Characteristics, a normal distribution is given for each race. It is recommended that a Points Build method is done to be true to the games. Each race will have a slightly different amount of points they can distribute, and is noted in their description. Many of the games have different attributes depending on which gender you pick at character creation. Mythras doesn't do that, and it will not be done here. The differences across the games are too varied anyways.

For the alternative Characteristics, a different method is used, with the standard die for character creation being d4's instead of d6's. A static Point Build amount of 86 is given for all races. This is slightly higher than what the sum of the averages gives you, but is done to ensure starting skill numbers are roughly the same. If you are dissatisfied

with the interpretation of which Characteristics get the bonus or attribute, just add or drop a d4 die as you see fit.

An Aside on Multiculturalism, Language and Literacy

The Elder Scrolls games are ultimately power fantasies set in a backdrop of fantasy. When the creators made that fantasy world, they had to make it such that the content was something that everyone can experience without needing to learn a fantasy language. Every NPC you can possibly meet will always use the game's dominant language, with genuine foreign tongues being reserved for bandits insulting you ("N'wah!").

In essence, the games want you to appreciate that each of the ten playable races has a completely unique language and culture, but they'll only ever show you one at a time. Have your languages and eat them too. They justify this by loosely assuming everyone is speaking Cyrodilic, the language of the Imperial Empire, common in the 2nd Era and after among most regions of Tamriel. In this case, consider letting your players learn Cyrodilic as a free Professional skill with a +20% starting bonus, representing what it's like to live under Imperial law and rule. The free interaction between ten wildly different nations is a great place for building dramatic plots, but consider only making about three languages distinctly relevant at a time for your game, or else players will be low on XP rolls to spend on other things.

Finally, this document uses the term "race" a lot. This is used for familiarity in this gaming space, for the Feel, not because it is a good word to use. Historical miscarriage of justice and all that. The differences listed below would be better described with "species" (for the beastfolk) or "climes" (if you're a good sociologist). Even then, making these kinds of categorical distinctions is messy when you're talking about fully sapient beings. There are Hist-wombs and Lunar Lattices and bio-psycho-social pressures on the religions you grew up around which determine whether you go to Sovngarde or the Far Shores or whatever. Try not to slam in too many 1-to-1 real world analogues into your plots in magic elf land and you'll be fine.

To prevent NPCs from expositing at players too hard, the developers swept most of the lore into books, while simultaneously leaving out how exactly people in Tamriel become literate. A snippet from the Onus of Oghma gives us:

"As ye are true Children of the et'Ada, thou shalt honor us by honoring thy own lives. For in each of you is housed the Divine Spark, and thus the record of thy actions is a sacred duty. Keep, therefore, each and every one of you, an Oghma, an everscriven scroll which shall memorialize thy brief lives. Thus in at least this way shalt thy Spark be Immortal."

Which seems to imply that literacy is taught through religious scripture and it is a form of holy duty to pass down that knowledge to new members of your community (children, immigrants, adventurers). Tamriel's equivalent of the printing press was also created sometime during the early 2nd age, so there is plenty of reading material to practice with.

Thus, we can infer that despite the medieval aesthetics, Tamriel is a literary society, likely with rates as high as 30-50% depending on the culture. As such, Literacy is a free 4th Professional skill during the culture step.

Altmer

The Altmer have always had bonuses to Intelligence and penalties to Strength, occasionally with penalties to Endurance or Speed as well. They're the tallest race. While skilled with all magic due to having big Magicka pools, they are also vulnerable to it as well, usually either a straight penalty to magic resistance or sometimes penalties to just the elemental resists. They are resistant to disease in all games.

Characteristics **(81 Point Buy)**
STR: 2d6+1 (8)
CON: 2d6+2 (9)

Alt Characteristics **(86 Point Buy)**
STR: 3d4 (8)
INT: 6d4 (15)

SIZ: 1d6+12 (16)	WIL: 4d4 (10)
DEX: 3d6 (11)	AGI: 4d4 (10)
INT: 2d6+7 (14)	SPD: 4d4 (10)
POW: 2d6+6 (13)	END: 3d4 (8)
CHA: 3d6 (11)	PER: 4d4 (10)
	LCK : 4d4 (10)

Special Rules

- **Expanded Magicka:** Altmer treat their POW/INT as 5 points higher for determining their maximum Magicka.
- **Resist Disease:** Altmer are resistant to the many diseases of Tamriel. Whenever they make Endurance or Willpower Checks to resist disease, they are 2 grades easier.
- **Magic Vulnerability:** Altmer ability to command magic comes at a cost, as they find it harder to resist it as well. Whenever an Altmer must make an Endurance, Evade or Willpower Check to prevent or lessen the effects of magic, it is 1 grade more difficult. They also have -1 Magical Armor on all locations.

Native Tongue: Altmeric
Standard Skills: Customs, Conceal, Deceit, Drive, Influence, Insight, Locale, Perception, Willpower
Professional Skills: Art (Any), Courtesy, Craft (Any), Magic (Any School), Magic (2nd School), Magic (3rd School), Musicianship

Argonians (Saxhleel)

Argonians usually have penalties to Willpower or Personality, and occasionally Endurance. They have bonuses to Agility, Speed, and occasionally Intelligence. Argonians are of average height and weight. They are excellent swimmers, but whether they actually breathe water or not is game dependent. Finally, they are highly resistant to poison and disease, and heal a little faster than other races. Mythras also has precedent for making scaled species have natural armor, so we'll give them that too. Note that argonians have tails, and it is recommended that they also have a tail hit location: but this is ultimately up to the GM due to the wobbliness of the lore.

Characteristics **(77 Point Buy)**
STR: 3d6 (11)
CON: 1d6+5 (9)
SIZ: 2d6+6 (13)
DEX: 2d6+6 (13)
INT: 2d6+6 (13)
POW: 2d6+3 (10)
CHA: 2d6+1 (8)

Alt Characteristics **(86 Point Buy)**
STR: 4d4 (10)
INT: 4d4 (10)
WIL: 3d4 (8)
AGI: 5d4 (13)
SPD: 5d4 (13)
END: 4d4 (10)
PER: 3d4 (8)
LCK : 4d4 (10)

Special Rules

- **Swamp Swimmer:** Argonians add a +10% bonus to their Swim skill. They can breathe water for up to CON/END x Minutes before needing to resurface. Normal swimming is considered a Light activity for fatigue purposes.
- **Supreme Resist Disease/Poison:** Argonians are extremely resistant to even magical disease and poisons. Willpower and Endurance Checks are 3 grades easier when used to resist poisons and diseases. This usually means the check is Automatic and doesn't require a roll, but additional circumstances that produce difficulty grade penalties such as Fatigue can still make a roll necessary.
- **Histskin:** Argonians heal faster than the other races, treating their CON/END as 5 higher when determining their Healing Rate.
- **Scales:** Argonians have 1 natural armor on all locations.

Native Tongue: Jel
Standard Skills: Athletics, Combat Style (Short Blade or Long Blade), Combat Style (Hand-to-Hand), Conceal, Deceit, Evade, First Aid, Influence, Locale, Swim
Professional Skills: Art (Any), Craft (Any), Healing, Magic (Illusion or Mysticism), Navigate, Track, Survival, Seamanship

Bosmer (Wood Elf)

The Bosmer are the physically smallest and weakest race. Penalties to Willpower and Strength are present in every game, with bonuses to Speed and Agility. They usually have some sort of bonus involving fatigue or cannibalism or commanding wild beasts. More importantly, despite not being strong, they have a reputation as peerless archers.

Characteristics **(81 Point Buy)**
STR: 2d6+1 (8)

Alt Characteristics **(86 Point Buy)**
STR: 3d4 (8)

CON: 3d6 (11)	INT: 4d4 (10)
SIZ: 1d6+6 (10)	WIL: 3d4 (8)
DEX: 3d6+6 (17)	AGI: 5d4 (13)
INT: 2d6+6 (13)	SPD: 5d4 (13)
POW: 3d6 (11)	END: 4d4 (10)
CHA: 3d6 (11)	PER: 4d4 (10)
	LCK : 4d4 (10)

Special Rules

- **Hunter's Eye:** Aiming takes only 1 Action Point, rather than 1 Round for Bosmer. Additionally, Bosmer add a +10% bonus to their Perception skill.
- **Resist Disease/Poison:** Bosmer are strongly resistant to disease and poisons. Willpower and Endurance Checks are 2 grades easier when used to resist poisons and diseases.
- **Beast Tongue:** Bosmer can speak to animals using the Bosmeric language. Not all of them are interested in what you have to say.

Native Tongue: Bosmeric
Standard Skills: Athletics, Combat Style (Marksman), Customs, Dance, Evade, Insight, Locale, Perception, Stealth
Professional Skills: Acrobatics, Art (Any), Craft (Any), Lore (Any), Navigate, Track, Survival

Breton (Manmeri)

Bretons have low Agility and Endurance, but high Willpower and Intelligence. They are both resistant to magic and adept at using it. Very slightly shorter than other races.

Characteristics **(78 Point Buy)**
STR: 3d6 (11)
CON: 2d6+2 (9)
SIZ: 2d6+5 (12)
DEX: 2d6+2 (9)
INT: 2d6+7 (14)
POW: 2d6+5 (12)
CHA: 3d6 (11)

Alt Characteristics **(86 Point Buy)**
STR: 4d4 (10)
INT: 5d4 (13)
WIL: 5d4 (13)
AGI: 3d4 (8)
SPD: 4d4 (10)
END: 3d4 (8)
PER: 4d4 (10)
LCK : 4d4 (10)

Special Rules

- **Lesser Expanded Magicka:** Bretons treat their POW/INT as 2 higher for determining their maximum Magicka.
- **Supreme Resist Magic:** Bretons are highly resistant to magic. They treat all Endurance, Evade, and Willpower Checks to resist magical effects as 1 grade easier. Additionally, they have 2 Magic Armor on all locations.

Native Tongue: Bretic

Standard Skills: Conceal, Customs, Drive, Influence, Insight, Locale, Perception, Sing, Willpower
Professional Skills: Art (Any), Courtesy, Craft (Any), Magic (Any School), Magic (2nd School), Lore (Any), Oratory, Survival

Dunmer (Dark Elves)

Dunmer have balanced stats with only a bonus to Speed and penalty to Willpower in all games. They are always highly resistant to fire, and usually have some ability involving their ancestor spirit. They have reputations as excellent do-ers of violence in general.

Characteristics **(81 Point Buy)**
STR: 3d6 (11)
CON: 3d6 (11)
SIZ: 2d6+6 (13)
DEX: 2d6+5 (12)
INT: 2d6+6 (13)
POW: 2d6+3 (10)
CHA: 3d6 (11)

Alt Characteristics **(86 Point Buy)**
STR: 4d4 (10)
INT: 4d4 (10)
WIL: 3d4 (8)
AGI: 4d4 (10)
SPD: 5d4 (13)
END: 4d4 (10)
PER: 4d4 (10)
LCK : 4d4 (10)

Special Rules

- **Ancestral Teachings:** Dunmer add a +5% bonus to three Skills of their choice at the Hobby step.
- **Supreme Resist Fire:** Dunmer are highly resistant to Fire, and have grown up learning exactly how fire acts. They treat all Endurance, Evade, and Willpower Checks to resist Fire as 1 grade easier. Additionally, they have 3 Fire Armor on all locations.

Native Tongue: Dunmeris
Standard Skills: Athletics, Combat Style (Long Blade, Marksman, or Short Blade), Customs, Evade, First Aid, Insight, Locale, Perception, Willpower
Professional Skills: Art (Any), Craft (Any), Magic (Destruction or Mysticism), Navigate, Language (Any), Lore (Any), Streetwise

Imperial (Cyrodilics)

Imperials have always had a bonus to Personality, and typically penalties to Agility. These balanced stats are usually accompanied by a milquetoast charm or weird fatigue absorbing ability. In lieu of this, to represent Imperials being the colonizing imperialistic mega power of the setting, they just get a bonus to XP modifier to represent how easy it is to learn things when all cultures speak your language.

Characteristics **(81 Point Buy)**
STR: 3d6 (11)
CON: 3d6 (11)
SIZ: 2d6+6 (13)
DEX: 2d6+2 (9)

Alt Characteristics **(86 Point Buy)**
STR: 4d4 (10)
INT: 4d4 (10)
WIL: 4d4 (10)
AGI: 3d4 (8)

INT: 2d6+6 (13)	SPD: 4d4 (10)
POW: 3d6 (11)	END: 4d4 (10)
CHA: 2d6+6 (13)	PER: 5d4 (13)
	LCK : 4d4 (10)

Special Rules

- **Voice of the Emperor:** Imperials treat their CHA/PER as 5 points higher for determining their XP Modifier.
- **Came, Saw, Conquered:** Imperials choose an additional Professional skill at the Culture step and add +5% to it.

Native Tongue: Cyrodilic
Standard Skills: Combat Style (Blunt or Long Blade), Combat Style (Hand-to-Hand), Deceit, Drive, Endurance, First Aid, Influence, Insight, Ride
Professional Skills: Art (Any), Bureaucracy, Commerce, Courtesy, Craft (Any), Gambling, Language (Any), Lore (Any)

Khajiit

Khajiit typically have penalties to Willpower, and sometimes to Strength, or Endurance. They have always had a bonus to Agility. Lore really wants to make them out as bad mages. They often have bonuses to climbing and jumping, and always have been able to see in the dark. Their unarmed strikes are notable in that they have claws instead of fingernails. Khajiit have tails, but they're so thin that they don't warrant a need for an extra hit location.

Characteristics (81 Point Buy)
STR: 3d6 (11)
CON: 3d6 (11)
SIZ: 2d6+6 (13)
DEX: 2d6+7 (14)
INT: 2d6+6 (13)
POW: 2d6+1 (8)
CHA: 3d6 (11)

Alt Characteristics (86 Point Buy)
STR: 4d4 (10)
INT: 4d4 (10)
WIL: 3d4 (8)
AGI: 5d4 (13)
SPD: 4d4 (10)
END: 4d4 (10)
PER: 4d4 (10)
LCK : 4d4 (10)

Special Rules

- **Eye of Night:** Khajiit treat light based difficulty grade penalties as 1 grade less than normal. This allows them to fight in total darkness at Formidable rather than Herculean difficulty, or in dim light with no penalty.
- **Claws:** Khajiit's claws deal 1d4 damage, and can inflict Bleed.
- **Catfall**: Khajiit treat any fall as 2m shorter than it really is, and Acrobatics checks to land safely are 1 grade easier.

Native Tongue: Ta'agra
Standard Skills: Athletics, Combat Style (Hand-to-Hand), Combat Style (Short Blade), Conceal, Deceit, Drive, Evade, Influence, Insight, Locale, Perception
Professional Skills: Acrobatics, Art (Any), Commerce, Craft (Any), Culture (Any), Language (Any), Lore (Any), Streetwise

Nord

Nords always have a bonus to Strength and sometimes Endurance or Willpower. They're penalized in Intelligence, Personality, and sometimes Agility or Willpower (they couldn't make up their mind I guess). They are resistant to Frost, sometimes resistant to Shock, and usually have some form of shielding power. Very slightly taller than other races.

Characteristics **(80 Point Buy)**
STR: 3d6+3 (14)
CON: 2d6+5 (12)
SIZ: 2d6+7 (14)
DEX: 2d6+3 (10)
INT: 1d6+7 (11)
POW: 2d6+2 (9)
CHA: 2d6+3 (10)

Alt Characteristics **(86 Point Buy)**
STR: 5d4 (13)
INT: 3d4 (8)
WIL: 4d4 (10)
AGI: 4d4 (10)
SPD: 4d4 (10)
END: 4d4 (10)
PER: 4d4 (10)
LCK : 4d4 (10)

Special Rules

- **Storm Resistance:** Nords treat all Endurance, Evade, and Willpower Checks to resist Frost as 1 grade easier. Additionally, they have 2 Frost Armor and 1 Shock Armor on all locations.
- **Hardy:** Nords add a +10% bonus to their Endurance skill.

Native Tongue: Nordic

Standard Skills: Athletics, Boating, Brawn, Combat Style (Any), Combat Style (2nd), Endurance, First Aid, Locale, Swim

Professional Skills: Craft (Any), Lore (Any), Musicianship, Navigate, Seamanship, Survival

Orc (Orsimer)

Orc attributes are weird. They're the only race that has +5's and -5's instead of 10's. They have bonuses to Strength, Willpower, and Endurance. They have penalties to Intelligence, Speed, Personality, and Agility. They have the power to go berserk and are slightly resistant to magic. Slightly taller than other races.

Characteristics **(79 Point Buy)**
STR: 2d6+6 (13)
CON: 2d6+6 (13)
SIZ: 2d6+7 (14)
DEX: 2d6+3 (10)
INT: 1d6+7 (11)
POW: 2d6+2 (9)
CHA: 2d6+2 (9)

Alt Characteristics **(86 Point Buy)**
STR: 5d4 (13)
INT: 3d4 (8)
WIL: 5d4 (13)
AGI: 4d4 (10)
SPD: 3d4 (8)
END: 5d4 (13)
PER: 3d4 (8)
LCK : 4d4 (10)

Special Rules

- **Magic Resistance:** Orcs treat all Endurance, Evade, and Willpower Checks to resist magic as 1 grade easier.
- **Berserk:** When taking a Serious Wound, Orcs are unable to attack or start casting spells for 1 turn, instead of 1d3 turns.

Native Tongue: Orcish
Standard Skills: Athletics, Brawn, Combat Style (Any), Combat Style (2nd), Endurance, First Aid, Insight, Locale, Willpower
Professional Skills: Craft (Any), Lore (Any), Healing, Musicianship, Navigate, Survival, Track

Redguard

Redguards have penalties to Willpower, and sometimes Intelligence and Personality. They have bonuses to Endurance and sometimes Strength. Highly resistant to disease and poison and some sort of adrenaline rush stat bonus ability. Average height.

Characteristics **(81 Point Buy)**
STR: 2d6+5 (12)
CON: 3d6+3 (14)
SIZ: 2d6+6 (13)
DEX: 3d6 (11)
INT: 3d3+5 (11)
POW: 2d6+2 (9)

Alt Characteristics **(86 Point Buy)**
STR: 4d4 (10)
INT: 4d4 (10)
WIL: 3d4 (8)
AGI: 4d4 (10)
SPD: 4d4 (10)
END: 5d4 (13)

CHA: 3d6 (11)	PER: 4d4 (10)
	LCK : 4d4 (10)

Special Rules

- **Resist Disease/Poison:** Redguards are strongly resistant to disease and poisons. Willpower and Endurance Checks are 2 grades easier when used to resist poisons and diseases.
- **Rapid Recuperation:** Redguards add 2 to their Healing Rate to determine their rate of Fatigue recovery.

Native Tongue: Yoku
Standard Skills: Athletics, Boating, Combat Style (Any), Combat Style (2nd), Endurance, Evade, Locale, Swim, Willpower
Professional Skills: Art (Any), Craft (Any), Lore (Any), Navigate, Seamanship, Survival, Track

Optional: Increasing Characteristics

Permanently increasing attributes is a common occurrence in the games which use them, but Mythras isn't really that sort of game. What you choose is what you generally have the rest of your career barring special circumstances. It can be important to the Feel though! If your players want to see the numbers go up, do two things:

1. Remind them that spells, potions, and enchanted items can increase their Characteristics.
2. Offer to let them switch around their Characteristics or even race if they're dissatisfied with their selections after a couple sessions or so.
3. Uh oh, they're insistent? Okay, show them this rule:

To improve a Characteristic, you must first train it rigorously. Choose any Characteristic (except Size or Luck), and undergo an appropriate training regime (cardio for CON/END, contemplations of Mundus for POW/INT, etc). To maintain this practice, the character must reduce their normal allotment of XP rolls by one or more every time they are handed out. For each XP roll so sacrificed, their Characteristic improves by 2, up to the species maximum. The Characteristic doesn't improve until the first sacrifice. Being indecisive with this training can make your life difficult, as each improvement increases all the skills the Characteristic governs as well, meaning a lot of erasing and rewriting on your sheet as you add and subtract 2 over and over.

If not maintained, the Characteristic atrophies to its original value, at a rate of 2 each time they receive XP rolls. If, however, the training is maintained for a long period, the Characteristic can permanently improve, as those sacrificed XP rolls gradually accumulate. Once a Characteristic has a number of XP rolls sacrificed equal to 1 + Current (non boosted) Value - Racial Minimum, it improves by 1 point.

For example, an ornery Argonian has been going to bed exhausted every day from regularly socializing with everyone they see on the street. Their normal Charisma is 8, but have been boosting it to 10 with their training by sacrificing one XP roll. Their racial minimum is 3, so the number of XP rolls needed to improve it from the original value of 8 is 1 + 8 - 3 = 6 XP rolls. It takes 6 XP handouts and 6 sacrificed rolls from those handouts to improve their Characteristic from 8 to 9, making their new boosted value 11 (if they continue training).

Careers, Connections, Class and Hobbies

The Elder Scrolls games exist in a high fantasy space where the player-facing professions range from pilgrim to assassin. All of them are distinctly ungrounded from the surrounding landscape, possessing no practical skills for making a living besides adventuring. NPC's also have a class, though they get special NPC classes like Farmer, Miner and Smuggler.

In this framework, it is perfectly acceptable to use the standard Mythras collection of Careers, many of which have direct analogues to in-game classes, without interfering with the Feel. These would normally be restricted by Culture, but part of the fun of the game is playing against type sometimes. Go ahead and play a Khajiit Sorcerer. Anytime a magic skill is listed in a career (Folk Magic, Meditation, etc), allow players to replace it with a suitable spell school if using the spell school rules. Similarly, replace Combat Styles with something appropriate (Concealable Weapons Style should become Short Blade or Hand-to-Hand, for example). Proceed with the normal Career character creation step, slightly modified as follows:

- Select three Professional Skills
- Distribute 80 points across the listed Standard Skills and Professional Skills, improving any one skill by **no more than 10%**

Allow your players to also roll on the default social class, family and connections tables, as appropriate for your lore tastes and the part of the setting you're using. For example, Orcs following The Code of Malacath and living in small strongholds in the wilderness would likely roll on the Barbarian table, while Orcs from the grand city of Nova Orsinium would roll on Civilized. Distant outsiders (Nords in Elsweyr, for example) would likely be Nomadic.

Finally, perform this slightly modified Bonus step for character creation and your character is all done with skills:

- Select one last Professional Skill, your hobby skill
- Distribute 150 points across any Standard skills and Professional skills you possess, improving any one skill by **no more than 10%**
- Gain 12 XP rolls. These may be used to purchase starting spells and/or Combat Style traits before the game begins, though none may be Apprentice level or above. Any XP rolls not used are free to keep (or spend immediately on normal skill improvement).

Optional: Major and Minor Skills

Some of the games make you choose Minor and Major skills for your Class, important to the Feel. In Mythras, this is easily modeled by an appropriate Cult, which has a list of cult skills players can train with. Making a Cult-less skill distinction conflicts with Mythras' classless design, but if you desire such a thing, you can approximate them with the rules below.

- Every player chooses 7 skills that are Major skills
- Whenever a character successfully spends an XP roll on a Major skill, it improves by 1d6+1 instead of 1d4+1

Birthsigns

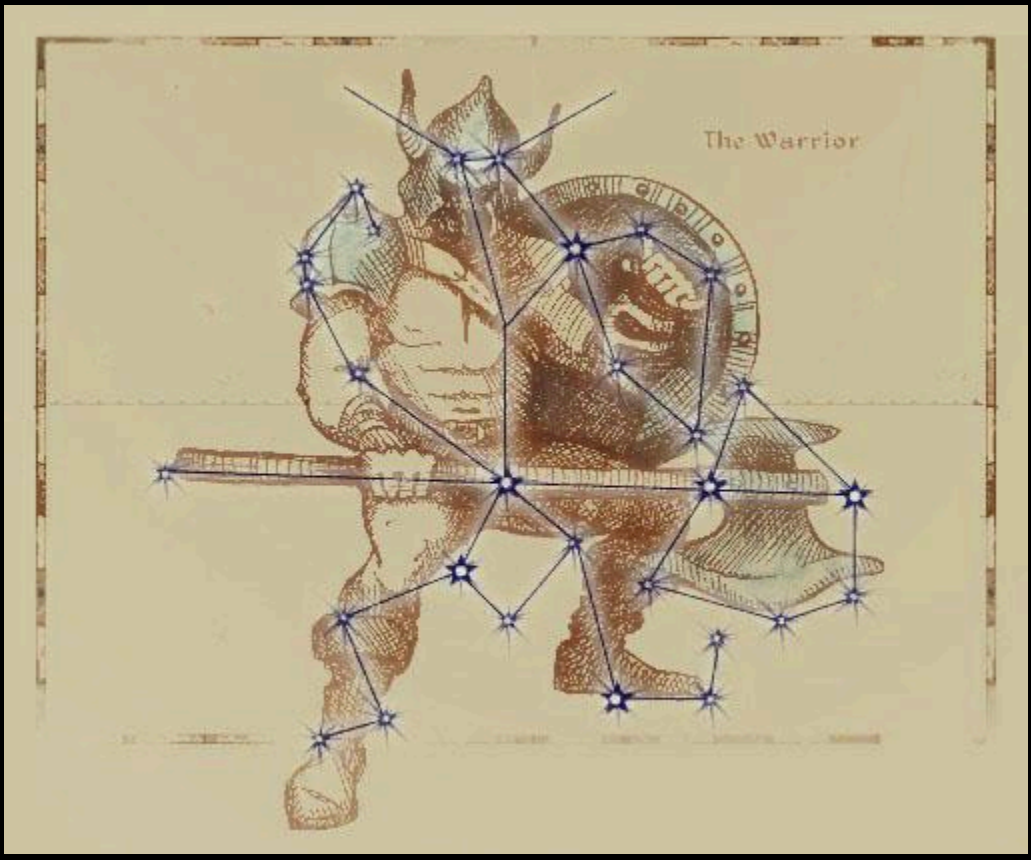
The last step in character creation is to choose a Birthsign, as the three most recent mainline games have let you do. The effects for each are (mostly) thematically consistent, and as with the races, an attempt is made to make each Birthsign fully passive in its abilities. In lore, the one-off powers don't really exist anyways, and indeed the effects described below shouldn't be as prominent. That's not as fun though! Give me the Feel! The Magna-Ge dominate you!

In the games, there was a bit of perverse incentive involving which Birthsign you should choose. Thieves would dislike The Tower, because automatically opening locks meant you couldn't train Lockpicking as much. Warriors would often take The Mage because it would nearly double their Magicka pool. Wizards would take The Lady to not have horrible HP. Some Birthsigns have also just been bad. While this document won't claim to be able to balance these signs against each other, the hope is that there are enough meaningful choices to make an interesting decision. How the games have treated each Birthsign is noted under the pictures of them, hopefully showing the corollaries between the game effects and chosen effects.

If a Birthsign grants a bonus to a Professional skill that you don't know, you gain the bonus once you learn it.

The Warrior

“The Warrior is the first Guardian Constellation and he protects his charges during their Seasons. The Warrior's own season is Last Seed when his Strength is needed for the harvest. His Charges are the Lady, the Steed, and the Lord. Those born under the sign of the Warrior are skilled with weapons of all kinds, but prone to short tempers.”



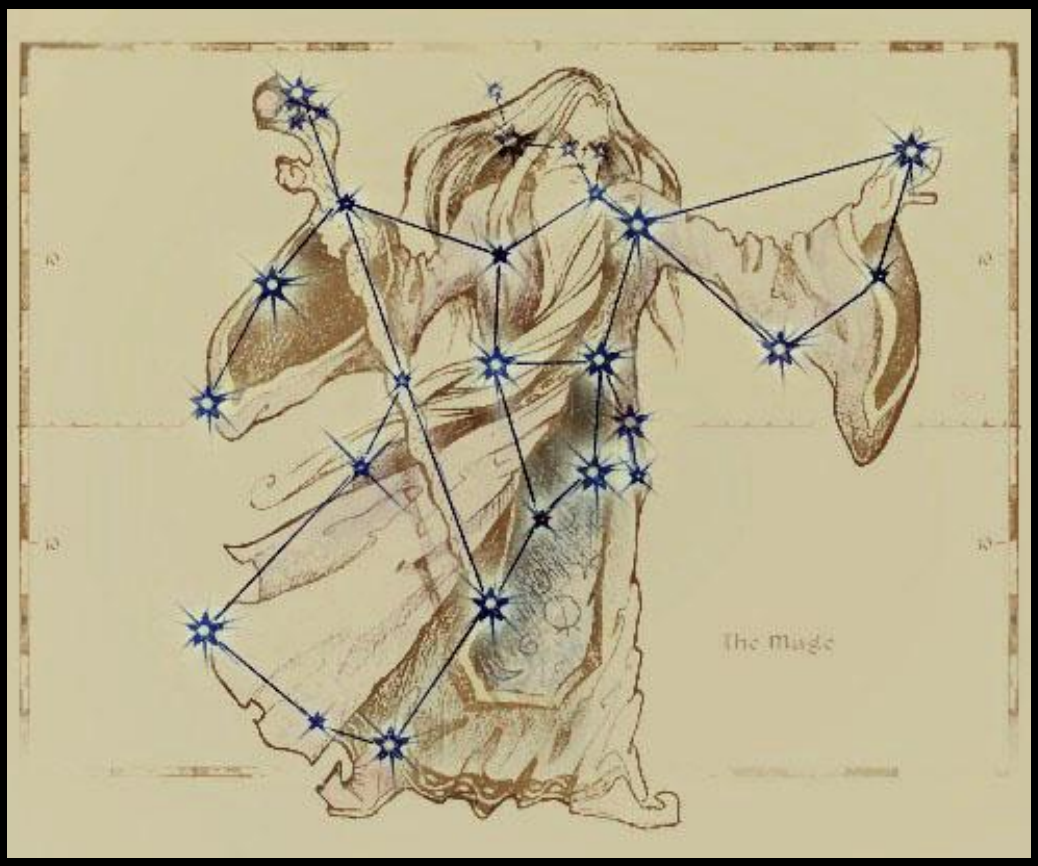
The Warrior stone has either increased the rate of advancement for martial skills, given a bonus to hit, or given a simple attribute bonus to Strength and Endurance.

Special Rules

- **Warwyrd:** The Warrior grants a +5% bonus to Athletics, Brawn, any Combat Style, and Endurance to those born under him.
- **Physique:** Even weaker races are hale when born in the Last Seed. Add a +2 to STR and +2 to CON/END, exceeding racial maximums.

The Mage

“The Mage is a Guardian Constellation whose Season is Rain's Hand when magicka was first used by men. His Charges are the Apprentice, the Golem, and the Ritual. Those born under the Mage have more magicka and talent for all kinds of spellcasting, but are often arrogant and absent-minded.”



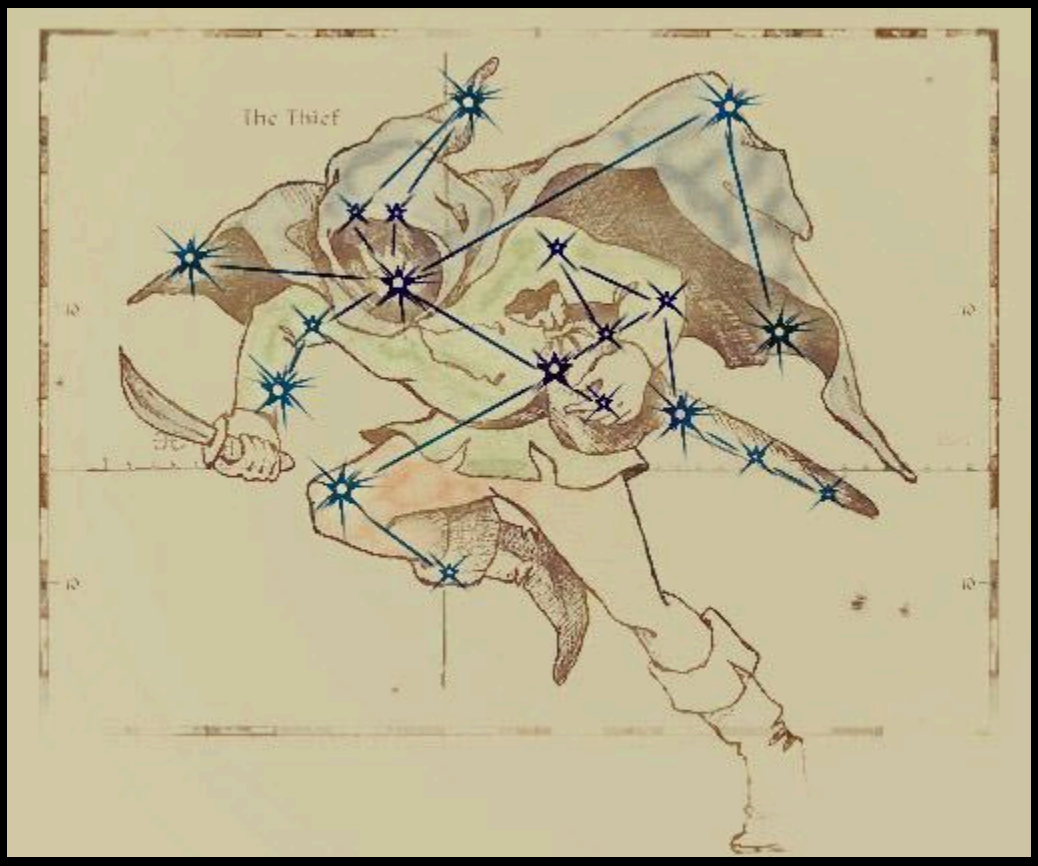
The Mage stone has always given a simple flat increase to Magicka or made you better at magic skills.

Special Rules

- **Fay:** The Mage grants a +5% bonus to three magic schools skills of your choice, and a +5% to Literacy.
- **Aetherius Flow:** Those under the mage sign are gifted with magic. Add a +2 to POW/INT, exceeding racial maximums, and treat your POW/INT as 3 higher for determining your maximum Magicka.

The Thief

“The Thief is the last Guardian Constellation, and her Season is the darkest month of Evening Star. Her Charges are the Lover, the Shadow, and the Tower. Those born under the sign of the Thief are not typically thieves, though they take risks more often and only rarely come to harm. They will run out of luck eventually, however, and rarely live as long as those born under other signs.”



Depending on the game, the Thief stone makes you more difficult to hit, gives a simple bonus to Agility/Luck/Speed, or improves thievery skills faster.

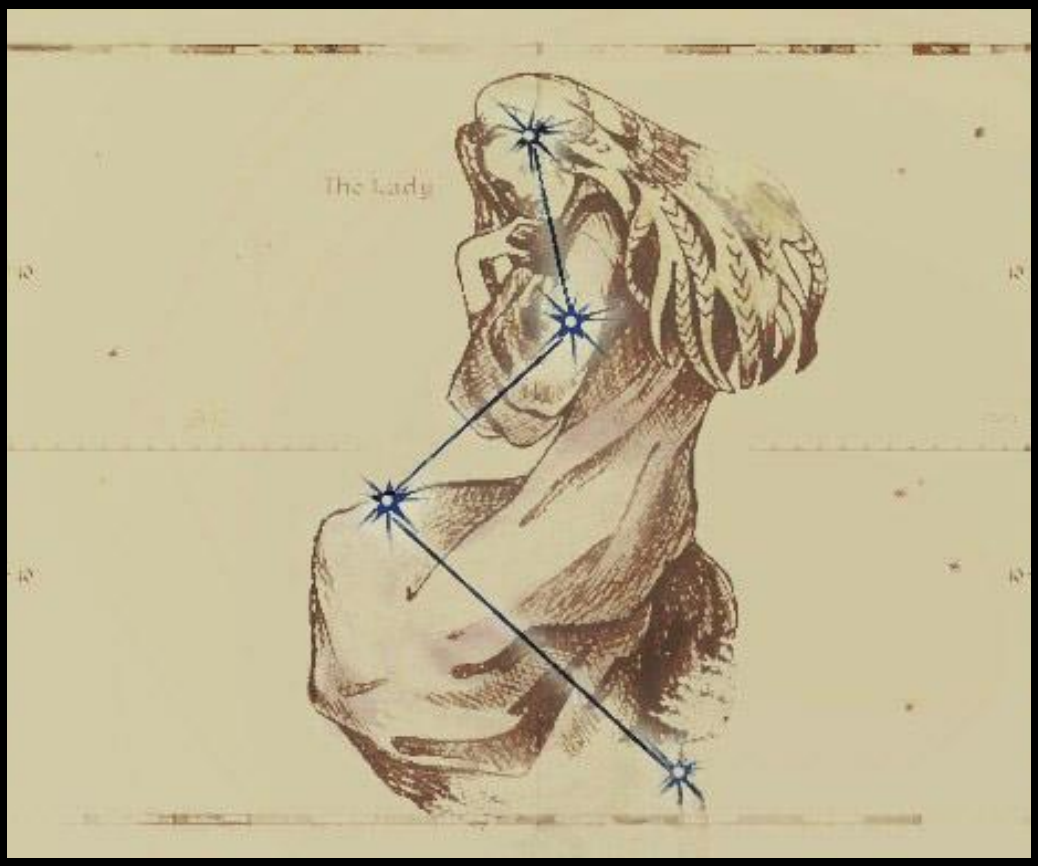
Special Rules

- **Akaviri Danger Sense:** The Thief blesses those under her with uncanny senses. Gain a +5% to your Conceal, Deceit, Evade and Perception skills.
- **Two Steps:** Even caught thieves can rely on their luck and flexibility. Add a +3 to DEX/AGI, exceeding racial maximums. If you are out of Luck Points, you may still

perform Heroic Last Actions (pg 111 core Mythras). Using a luck point to reroll a failed roll doesn't use that luck point if the reroll also fails.

The Lady

“The Lady is one of the Warrior's Charges and her Season is Heartfire. Those born under the sign of the Lady are kind and tolerant.”



Nutty bonuses to Endurance, sometimes Personality and sometimes Willpower. In Skyrim they gave some absolutely useless passive Health and Stamina regeneration, but that’s probably alright given that they’ve been a strong sign in the past.

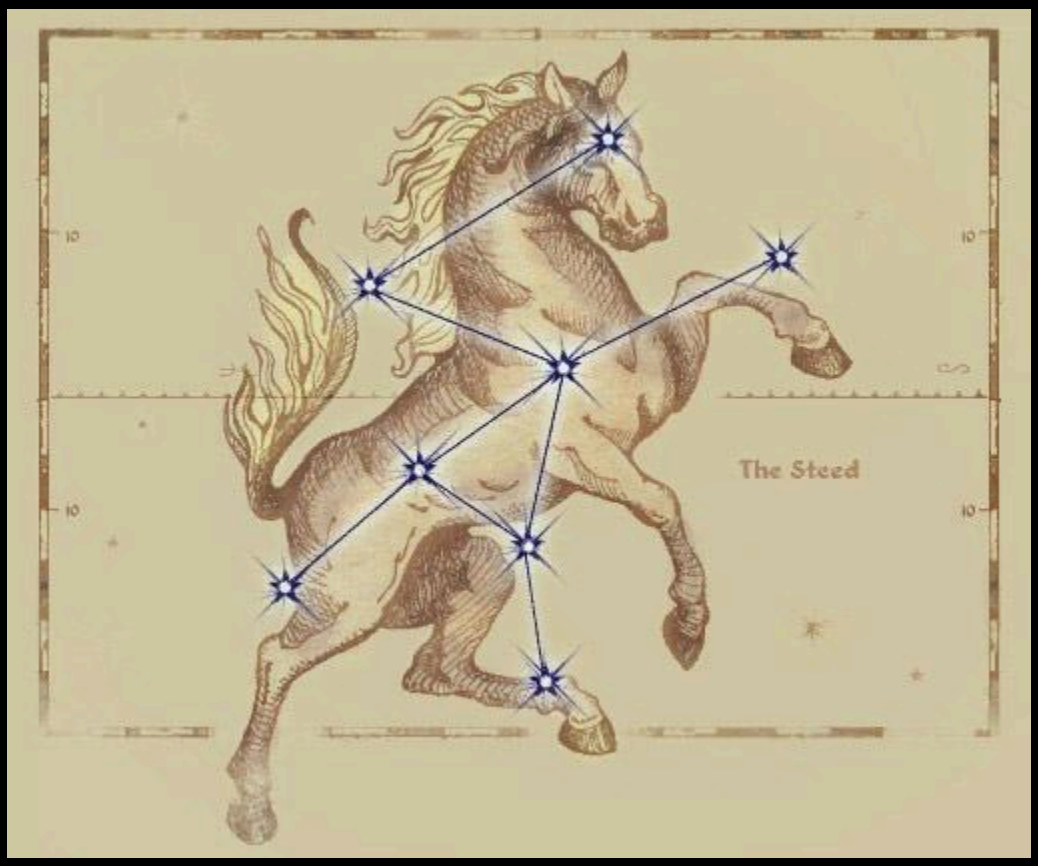
Special Rules

- **Lady’s Favor:** The Lady favors you in difficult endeavors. Add a +2 to CON/END, exceeding racial maximums, and add a +5% bonus to Endurance and Willpower.

- **Lady's Grace:** The Lady blesses you with grace in many situations. Add a +2 to CHA/PER, exceeding racial maximums, and add a +5% bonus to Influence and Insight.

The Steed

"The Steed is one of the Warrior's Charges, and her Season is Mid Year. Those born under the sign of the Steed are impatient and always hurrying from one place to another."



Big bonus to Speed, or fortify carry weight.

Special Rules

- **Charioteer:** The Steed grants bearers of its sign extended stamina and speed. Treat your carrying capacity as if your STR were 3 points higher, and add a +1m to your Movement Rate.
- **Fleet:** Mid Year children are quick in mind and body. Add +2 to DEX and +1 to INT if using normal Characteristics, or +3 to SPD if using alternative attributes, exceeding racial maximums. Additionally, add +10% to Athletics.

The Lord

“The Lord's Season is First Seed and he oversees all of Tamriel during the planting. Those born under the sign of the Lord are stronger and healthier than those born under other signs.”



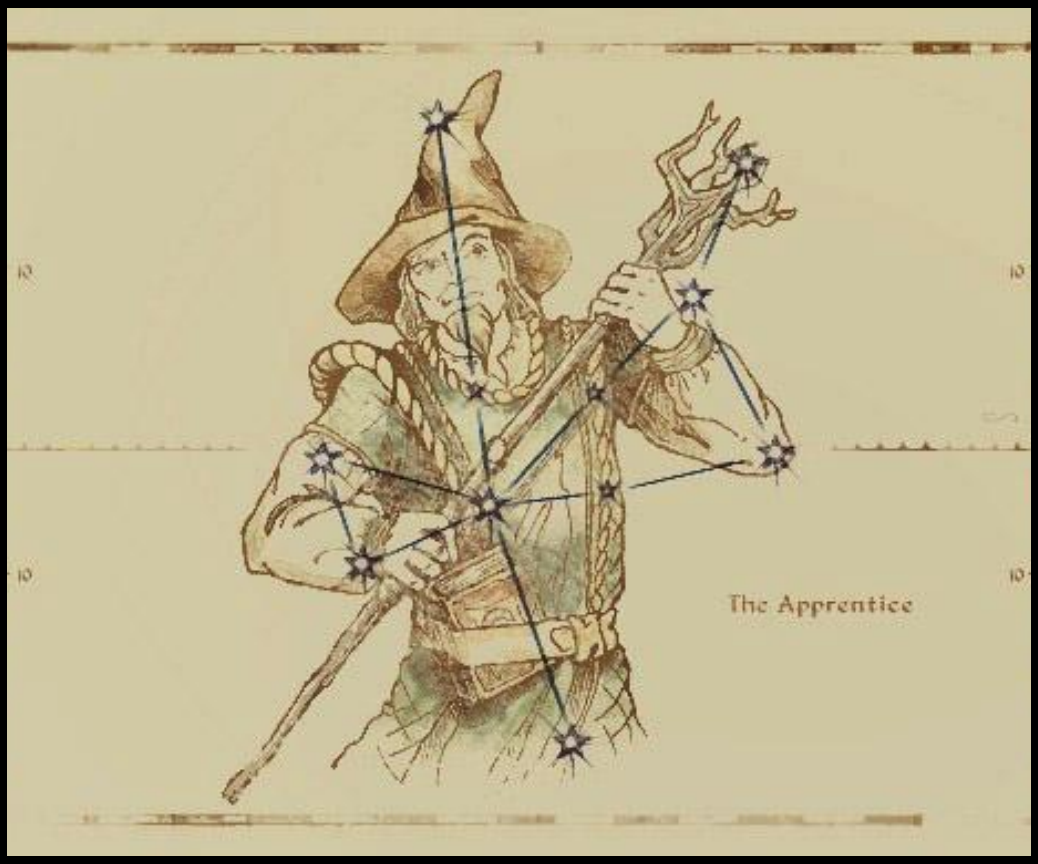
The Lord is a tricky one. Early versions granted a long duration healing spell in exchange for a weakness to fire, while Skyrim made it a flat defense increase to both armor and magic resistance.

Special Rules

- **Blood of the North:** Those born in the First Seed have remarkably resilient bodies that recover quickly. You have 1 Physical Armor on all locations, and 1 Magic Armor on all locations. Treat your CON/END as 5 points higher for determining your Healing Rate and Hit Points. Increase your Endurance by +10%.
- **Trollkin Curse:** The Lord's children are afflicted with a weakness to fire. They find Endurance, Evade and Willpower Checks to avoid the harmful effects of both magical and mundane fire 1 step harder. They additionally have -2 Fire Armor on all locations, their flesh reacting violently to heat. Finally, the Endurance Check from suffering a Serious or Major Wound due to fire is 1 grade harder as well.

The Apprentice

"The Apprentice's Season is Sun's Height. Those born under the sign of the apprentice have a special affinity for magick of all kinds, but are more vulnerable to magick as well."



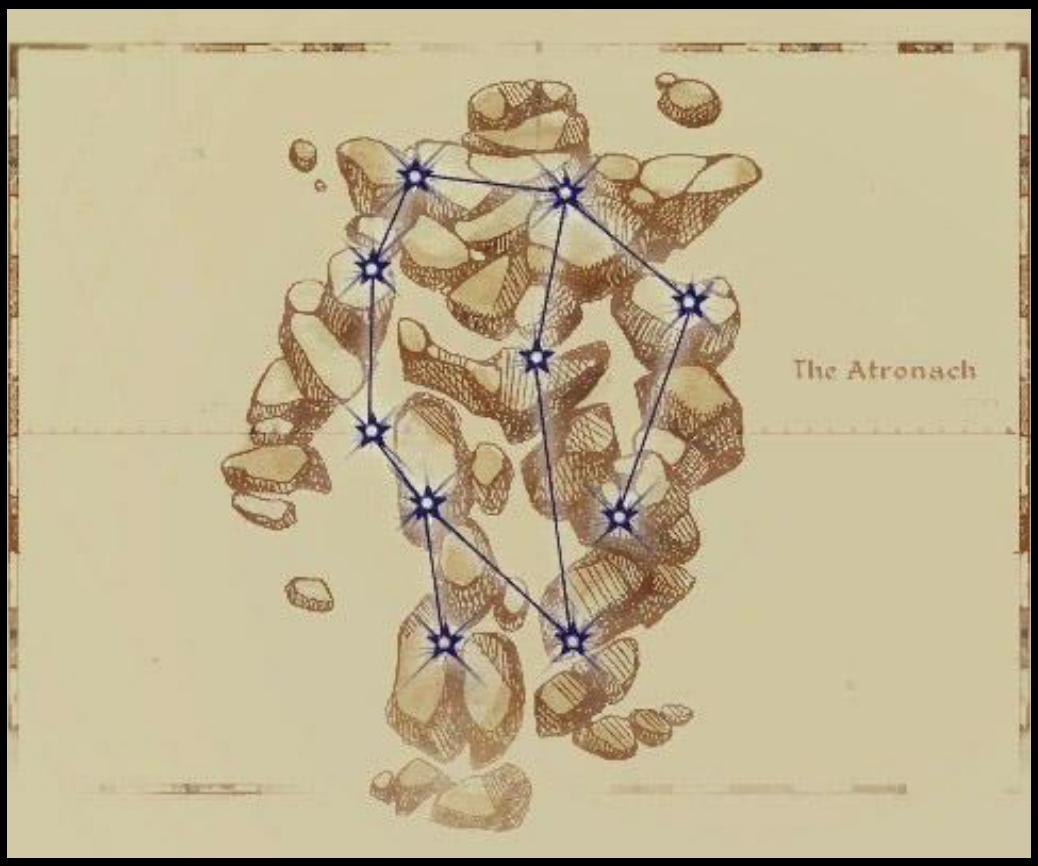
The Apprentice is the double edged sword Birthsign. Every game gives a huge penalty to magic resistance in exchange for a large Magicka or Magicka regeneration bonus.

Special Rules

- **Elfborn:** The Apprentice grants those under its sign great magical power. Add a +3 to POW/INT, ignoring racial maximums. Treat your POW/INT as 7 higher for determining your maximum Magicka. Treat your POW/WIL as 5 higher for determining your Magicka Recovery rate.
- **Apprentice's Affinity:** Add a +5% bonus to all seven magic schools.
- **Reactive Flesh:** The Apprentice is not cautious. Many born under his sign die from magical accidents. You find all Endurance, Evade and Willpower Checks to resist magic 1 grade harder. You have -2 Magical Armor on all locations.

The Atronach

“The Atronach (often called the Golem) is one of the Mage's Charges. Its season is Sun's Dusk. Those born under this sign are natural sorcerers with deep reserves of magicka, but they cannot generate magicka of their own.”



The Atronach gives the most powerful spell absorption effect in the game coupled with the single largest source of Magicka bonus as well. It also completely halts natural Magicka regeneration, requiring absorption or potions (Morrowind) or complete bed rest (Oblivion).

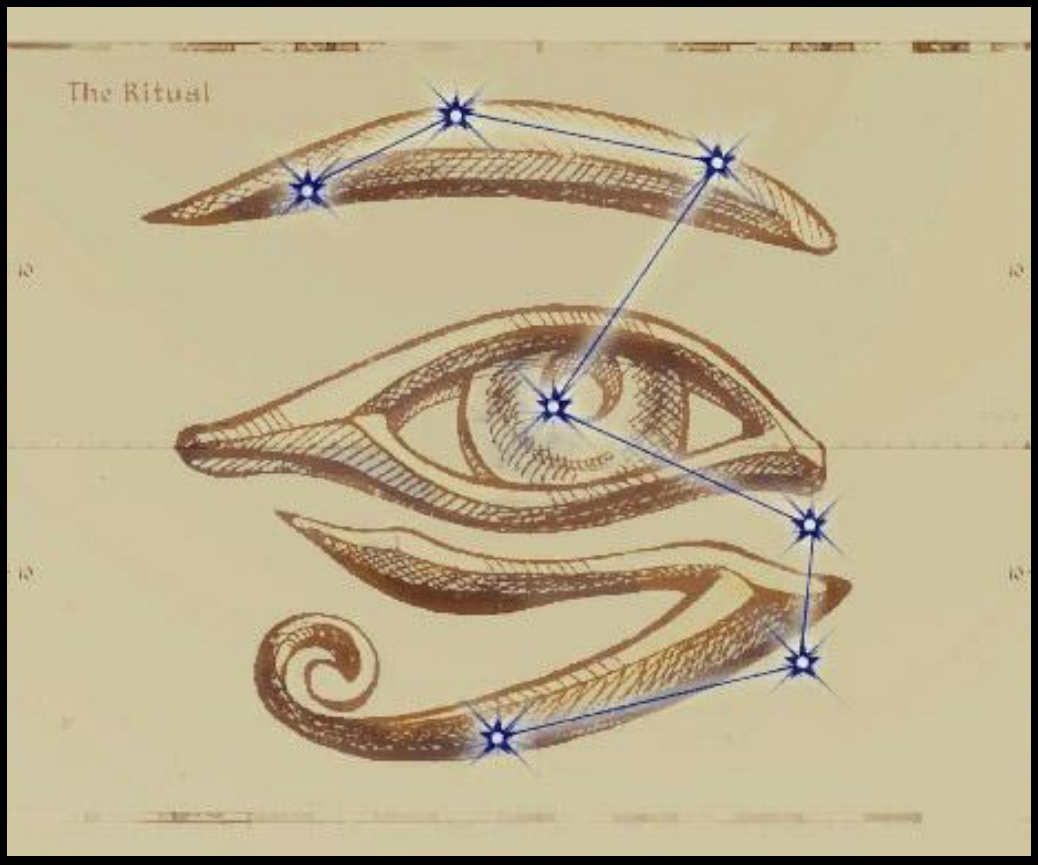
Special Rules

- **Wombburn:** The Atronach blesses those born under it with the incredible ability to absorb harmful magical energies. Those who make Endurance, Evade or Willpower Checks against magic find them 1 grade easier, and successfully making the check completely negates the spell effects, restoring Magicka equal to the casting cost of the spell.

- **Golem Soul:** Treat your POW/INT as 15 higher for determining your maximum Magicka.
- **Stunted Magicka:** The Golem severs your connection to Aetherius. Your Magicka Recovery rate is 0.

The Ritual

“The Ritual is one of the Mage's Charges and its Season is Morning Star. Those born under this sign have a variety of abilities depending on the aspects of the moons and the Divines.”



This is an annoying sign. All of its abilities have always been active, and are usually healing, turning undead, or raising dead. However, in lore, the exact nature of the granted ability has to do not only with being born in Morning Star, but also with which planets/moons are dominating the sky on that day. The ability to turn undead and

heal is associated with Mara, but it's implied that this is because your character was born when Mara was high in the sky. So if Akatosh and Arkay are overhead, but the Necromancer's Moon is dark, it may presumably grant some sort of anti-undead firestorm ability? It's messy.

So messy, I've made a table that grants different bonuses depending on the phases of the planets and moons. Note that some planets are exclusive with each other (Julianos and Akatosh, for example, orbit along the same plane and are never present in the sky at the same time). This set up grants slightly better bonuses than other signs, but you HAVE to roll on it, no picking and choosing.

Special Rules

Roll on the table and sub-tables to determine your bonuses.

If your game is set before the 3rd age (before Mannimarco ascended), roll a d6.

Moon	***1d8***	***Bonus***
Masser/Jode	1-2	+1 CON/END
Secunda/Jone	3-4	+1 DEX/SPD
Both	5-7	+1 POW/INT
Mannimarco	8	-1 CON/END, -5% Endurance, +2 POW or +1 WIL and +1 INT, +5% Conjuration

Planet	***1d3***	***Bonus***
Akatosh	1	+1 STR, 1 Fire Armor on all locations
Dark (Neither)	2	+1 SIZ/LCK, 1 Frost Armor on all locations
	Planet	***1d2*** ***Bonus***

Julianos	3	Stendarr	1	+1 CON/END, 1 Physical Armor on all locations
		Dark (No Stendarr)	2	+1 POW/INT, 1 Shock Armor on all locations

Planet	***1d4***	***Bonus***
Dark (No Zenithar)	1	+5% to Dance, Illusion and Swim

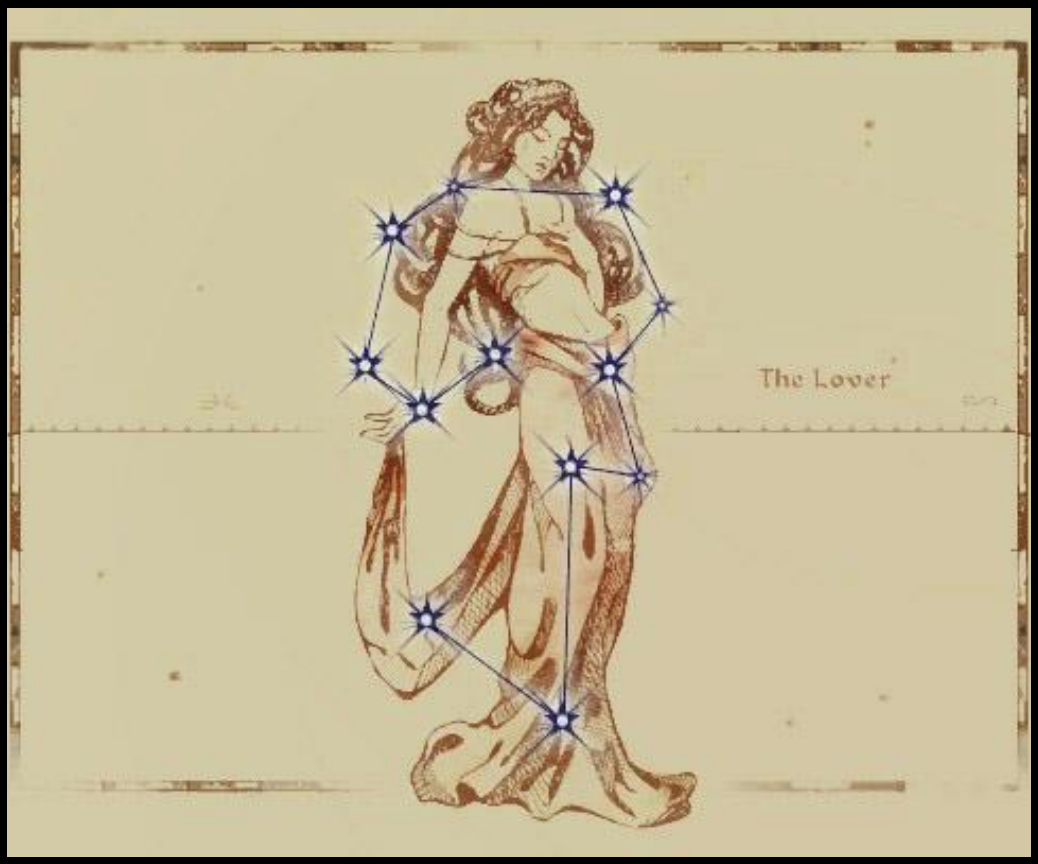
	Planet	***1d3***	***Bonus***
Zenithar	2-4	Dark (No Mara)	1	+5% to Commerce, Influence and Insight

		Planet	***1d2***	***Bonus***
	Mara	2-3	Dibella	1	+5% to Musicianship, Seduction and Sing
			Dark (No Dibella)	2	+5% to Lore (Agriculture), Brawn and Ride

Planet	***1d8***	***Bonus***
Kynareth	1-3	Increase your Initiative by 3.
Arkay	4-6	Treat your CON/END as 5 points higher for determining Hit Points.
Both	7	Resist Poison/Disease is 1 grade easier.
Dark (Neither)	8	Fumble skill bonus is 1d4+1% instead of 1%.

The Lover

“The Lover is one of the Thief's Charges and her season is Sun's Dawn. Those born under the sign of the Lover are graceful and passionate.”



The Lover has historically given bonuses to Agility or skill improvement, but is likely mostly picked for the Lover’s Kiss active ability. This is a phenomenally powerful ability that lets you simply end fights. In Elder Scrolls Online, the equivalent Mundus Stone gives a bonus to penetration (nice).

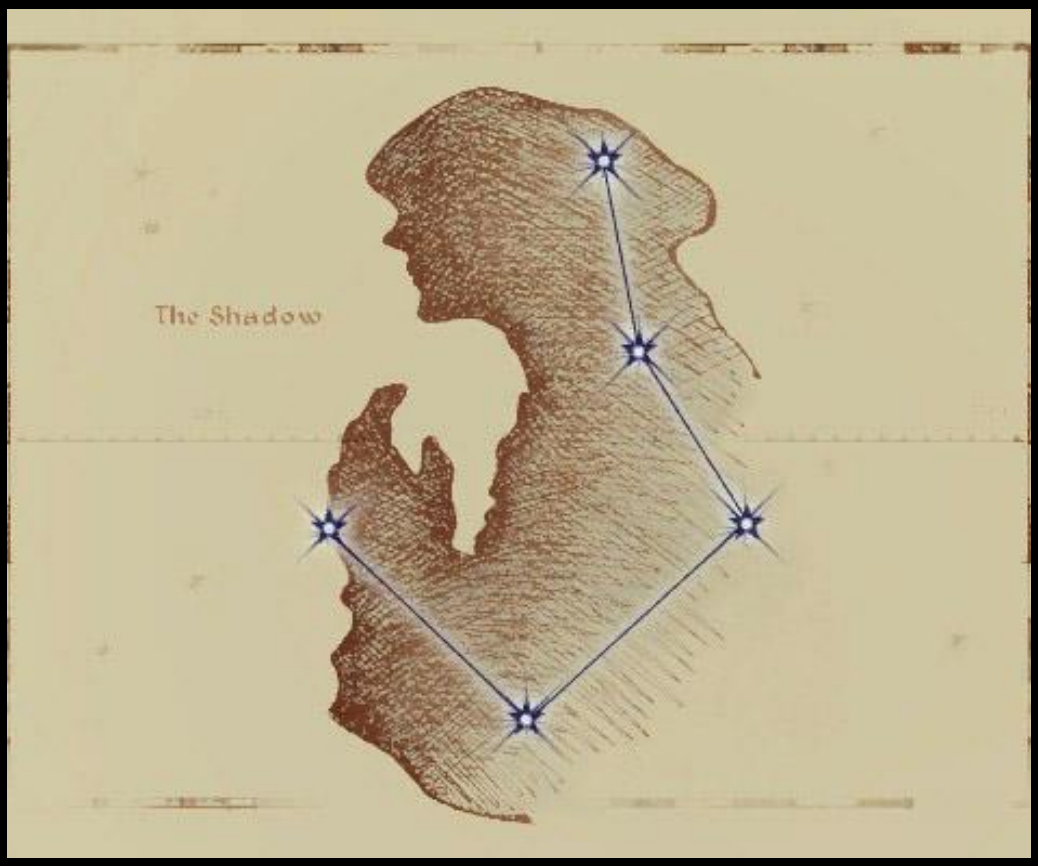
Special Rules

- **Mooncalf:** Those born under the Lover are experts at matters of the heart (and body). Add a +2 to DEX/AGI, a +5% to Dance and Sing, and a +10% to Seduction. Trainers train you as if their skills were 10% higher.
- **Lover’s Kiss:** Treat your CHA/PER as 15 points higher for the purposes of determining the base percentages of Love Passions that involve you. You can choose the Compel Surrender special effect even with no precedent of

disadvantage on the opponent's part, and their Willpower Check to resist the effect is 1 grade harder.

The Shadow

"The Shadow's Season is Second Seed. The Shadow grants those born under her sign the ability to hide in shadows."



In all games, The Shadow allows you to become invisible once per day. To prevent this from becoming useless as soon as you learn any invisibility spell, the ability is extrapolated to make bearers of The Shadow operate very well in shadow.

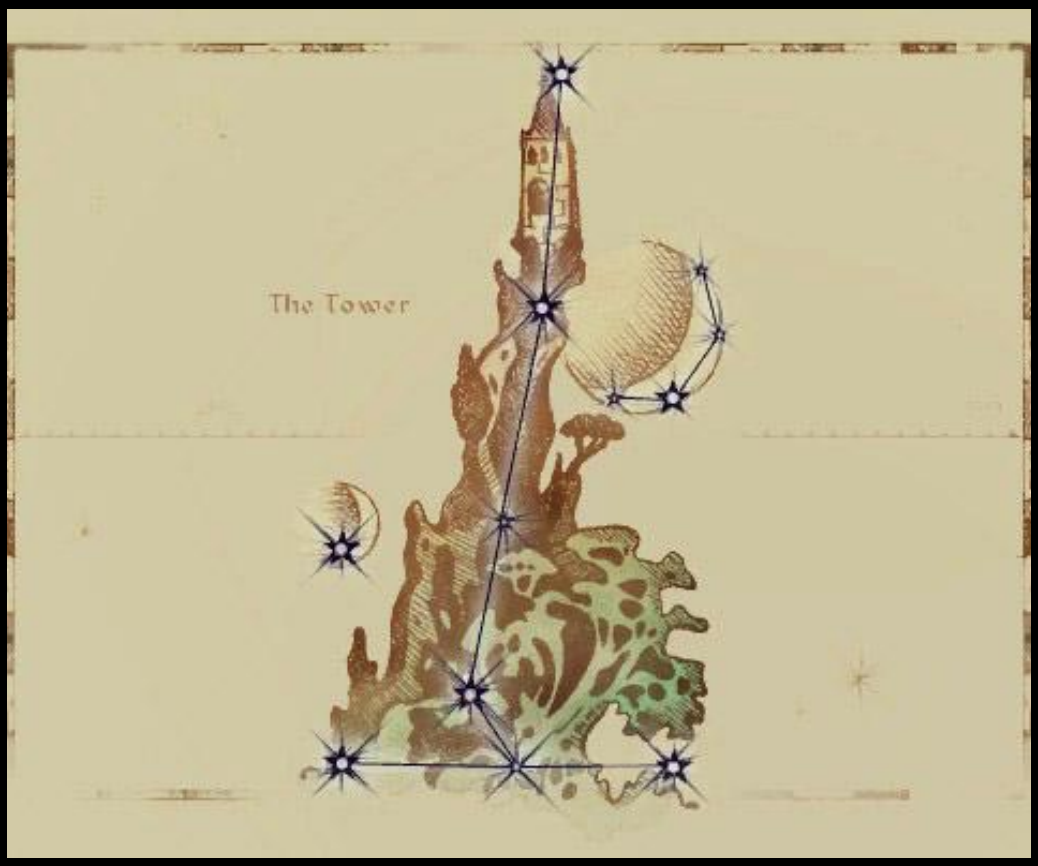
Special Rules

- **Moonshadow:** It is very difficult to detect and even fight a bearer of the Shadow Birthsign when they are in shadow. Any levels of difficulty due to poor lighting conditions are automatically 1 grade worse when making opposed or differential

rolls against the bearer. This means in complete darkness, rather than taking a Herculean penalty to Perception, those wishing to detect a bearer of The Shadow will find it Hopeless. Additionally add a +1 to INT/AGI, a +15% bonus to Stealth, and a +5% bonus to Disguise.

The Tower

“The Tower is one of the Thief's Charges and its Season is Frostfall. Those born under the sign of the Tower have a knack for finding gold and can open locks of all kinds.”



Grants an ability to open locks, surpassed by a cheap spell or scroll. In Morrowind it gave you a spell to detect keys (situationally very useful), in Oblivion reflect 5% damage (good when stacked). Nevertheless consistently ranked in the bottom 3 Birthsigns in every game. Good for niche speedruns and getting the exact item you need, but otherwise eclipsed by other options.

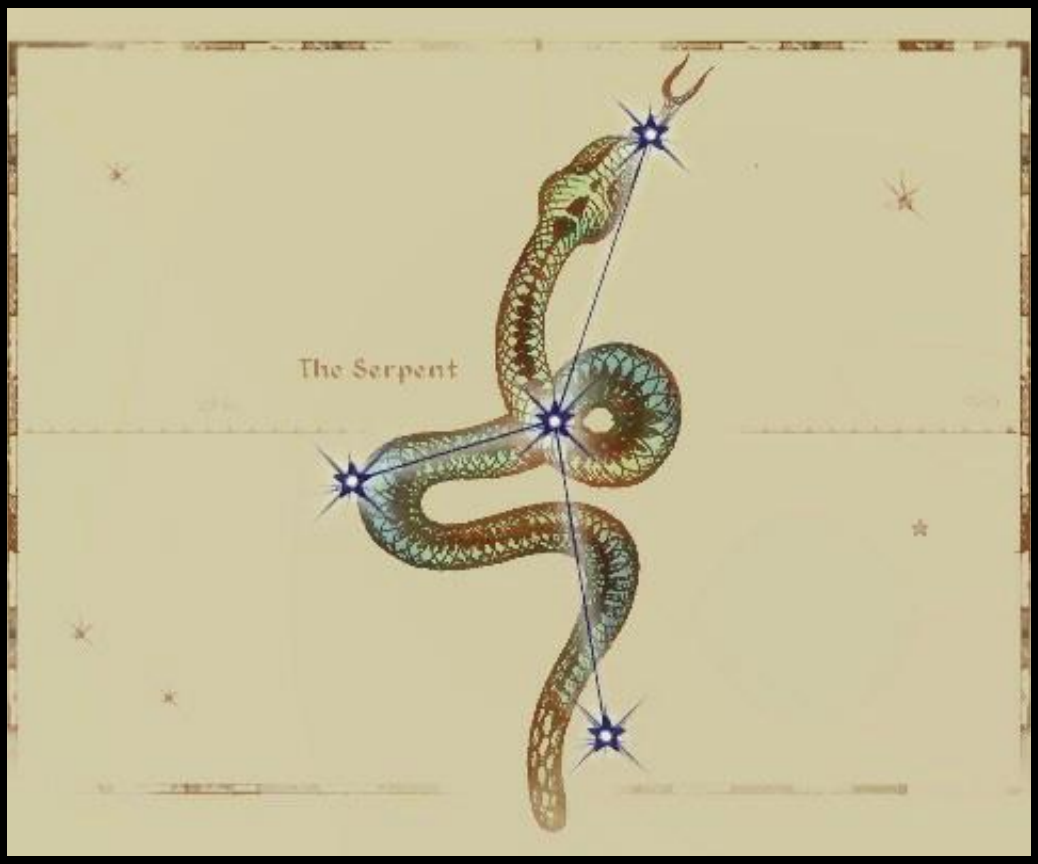
Various mods have had wildly different interpretations given the ephemerality of the lore around it. Vivec writes about how The Tower is related to CHIM. Oblivion also had a Tower-themed magical stone give a bonus to Armorer. Let's consider this stone from the angle of a temple thief, a clever architect, a maker of traps and finder of things.

Special Rules

- **Beggar's Nose:** The Tower helps those under its sign find lost or neglected things. Add a +10% bonus to Perception. Start with 3d6 extra Drakes.
- **Tower Key**: The Tower instills an understanding of intricacy. Add a +10% bonus to Engineering, Mechanisms and Lockpicking.
- **Donjon Keeper:** The Donjon was built before you were born and will stay after you're gone, but right now you are its keeper. You know everything in it. If you are in an area that is familiar enough to let you use Locale, you may always augment your Perception and Insight with Locale. Finally, choose two sets of Characteristic bonuses:
  - +1 STR
  - +1 DEX/AGI
  - +1 CON/END
  - +1 SIZ/LCK

The Serpent

"The Serpent wanders about in the sky and has no Season, though its motions are predictable to a degree. No characteristics are common to all who are born under the sign of the Serpent. Those born under this sign are the most blessed and the most cursed."



A poison that paralyzes and kills has been this Birthsign's ability in all games, at the cost of damaging your own health or fatigue. In Oblivion it dispelled magic and poison effects on you too. Lore wise, it is made of un-stars, a lingering spirit of Lorkhan, which slinks around the sky and eats the other constellations. They're also associated with Sep, the great serpent of the Yokudans, ever hungry for souls. This is another difficult Sign to translate well, as poisons in Mythras are far more potent than simply dealing damage.

Special Rules

- **Star Cursed:** Your fate weaves between Birthsigns, shrouding their form but not their power. Choose two sets of Characteristic bonuses. The one you don't choose is applied as a penalty instead of a bonus.
  - +2 to STR and +2 to CON/END
  - +2 to POW/INT and +2 to INT/WIL
  - +2 to DEX/AGI and +2 to CHA/PER

- **Cobra Dance:** Add a +5% bonus to Dance, Evade, Craft (Alchemy) and Enchanting.
- **Serpent Blood:** Whenever you make an Endurance or Willpower Check against poison, it is 1 grade easier. Additionally, your own blood is a mild toxin that can be refined through Alchemy, with a Potency equal to your Endurance skill (see the Fauna Ingredients in the Alchemy section). You can safely produce one Measure per day from yourself, with each additional Measure taken giving you a persistent level of Fatigue that takes a full day to recover from, exactly like normal blood loss.

Skills, New and Old

The skill list for each game changes quite a bit. Its purpose in the games is both to function as a measure of your abilities that NPC's can acknowledge ("Hands to yourself, sneak thief") and a goal to achieve. If you can just hit 75 in Destruction, you can unlock the next spell, or that 50 in Heavy Armor can finally let you run fast again.

Unfortunately, there's no clean way we can translate some of these skills into the Mythras framework. If you're playing Mythras, you're probably playing for that feeling of weighty combat, interesting dynamics with professional skills and cults, and a healthy appreciation for meaningful simulation. Elder Scrolls games' skill lists are all facing directly towards combat and one or two (weird, usually bad) social minigames. It is assumed the normal Mythras skill list will thus be able to provide the normal gameplay loop despite the Elder Scrolls window dressing.

The two changes this document makes then, are to the two most recognizable parts of the series: weapons and magic. These are extensive enough to warrant their own sections, so this section will instead attempt to show some similar Mythras skills to those in the games. It attempts to exhaustively include skills from Daggerfall up to Skyrim (except the Daggerfall languages)

Elder Scrolls Skill	*Equivalent Mythras Skill*	*Notes*
Acrobatics	Athletics/Acrobatics	Athletics in Mythras covers jumping distance and height
Alchemy	Craft (Alchemy)/Lore (Specialty)	See the Alchemy section for more info
Alteration	*Magic Skill*	See the Magic section for more info
Archery	*Combat Style*	See the Combat section for more info
Armorer	Craft(Metalworking/Leatherworking)	Other Craft skills (Stitching) are used for other things like cloaks
Athletics	Athletics/Swimming	Swimming is a separate skill in Mythras
Axe	*Combat Style*	See the Combat section for more info
Athletics	Athletics/Swimming	Swimming is a separate skill in Mythras
Backstabbing	Combat Style (Short Blades)	Training in Short Blades can replicate the Backstab skill
Blade	*Combat Style*	See the Combat section for more info
Block	*Combat Style*	See the Combat section for more info
Blunt	*Combat Style*	See the Combat section for more info
Climbing	Athletics	Climbing is covered by Athletics in Mythras
Conjuration	*Magic Skill*	See the Magic section for more info
Critical Strike	-	Increased critical hit chance is covered by base skill
Destruction	*Magic Skill*	See the Magic section for more info
Dodging	Acrobatics/Evade	Evade lets you avoid attacks, Acrobatics lets you not go prone
Enchant	*Magic Skill*	See the Magic section for more info
Etiquette	Courtesy	Used in the same way for the same situations

Hand-to-Hand	Unarmed	See the Combat section for more info
Heavy Armor	Brawn/Endurance	See the Aside on Armor Skills below
Illusion	*Magic Skill*	See the Magic section for more info
Jumping	Athletics	Jumping is covered by the Athletics skill in Mythras
Light Armor	Evade/Endurance	See the Aside on Armor Skills below
Lockpicking	Lockpicking	-
Long Blade	*Combat Style*	See the Combat section for more info
Marksman	*Combat Style*	See the Combat section for more info
Medical	First Aid/Healing	-
Medium Armor	Endurance/Evade	See the Aside on Armor Skills below
Mercantile	Commerce	-
Mysticism	*Magic Skill*	See the Magic section for more info
Pickpocket	Sleight	-
Restoration	*Magic Skill*	See the Magic section for more info
Running	Athletics	-
Security	Lockpicking	-
Short Blade	*Combat Style*	See the Combat section for more info
Sneak	Sleight/Stealth	The pickpocketing portion is Sleight
Spear	*Combat Style*	See the Combat section for more info
Speechcraft	Deceit/Influence/Insight/Oratory	Different skills for different uses

Stealth	Stealth	-
Streetwise	Streetwise	-
Swimming	Swim	-
Thaumaturgy	-	Deprecated, spells subsumed into other schools
Unarmored	Evade	See the Aside on Armor Skills below

An Aside on Armor Skills

Armor in Elder Scrolls functions similarly to armor in Mythras in that they both block damage, but there are some key differences in their design philosophies that make including armor skills incompatible. Elder Scrolls players have a large degree of “control” over their character in the later games. When you strike a foe with a weapon, it deals damage. In Morrowind, Daggerfall and Arena, striking a foe on screen rolled a die to hit, meaning that even if the model of your weapon was passing straight through your foe’s head, you could “miss” and deal no damage.

Mythras combat is closer to this roll and hit system. Instead of pushing buttons/joysticks to move in a 3D space to avoid enemies, Mythras uses the active defenses of Evade, Parry, Withdraw and Outmaneuver. When you get hit in Elder Scrolls, it's because you (the player) failed to get out of the way in time. When you get hit in Mythras, it's because you (the character) are out of AP or failed a roll. Armor lessens the impact of failure.

Armor skills represent the ability for a character to leverage small advantages in evasion or positioning (Unarmored/Light Armor), or cleverly move to always deflect the maximum amount of damage and power through pain (Medium/Heavy Armor). These capabilities are assumed to be covered by Athletics, Brawn, Evade, Endurance and Combat Styles in Mythras. It is also assumed to be at least partially covered by damage rolls, a push pull between the competencies of the attacker and defender.

The closest way to include the armor skills would be making them the skills you use to parry, and Combat Styles the ones you use to attack. That's rather messy though and creates some problems (why do I parry better Unarmored when wielding a greatclub?) or would require the construction of fiddly subsystems that just aren't worth it. That being said, the system that armor interacts with now is how many Action Points are available, as noted in the Combat section below.

Combat and Combat Styles

Combat As War

The Mythras combat system is frenetic, blow by blow. Increasing Combat Style skills makes characters hit more often and have a higher chance to inflict fight-ending Special Effects. This is a far conceptual cry from most Elder Scrolls combat, which ranges from wiffle bat fights at level 1 to coked-out potion-chugging apes playing nuclear-powered rocket tag at level 50. The gradual snowball of increasing attributes, skills and enchanted items means you eventually get big numbers that can counter the big numbers of your adversary.

Mythras doesn’t really do that. Killing a dragon is not a matter of leveling up, it is a matter of rallying the townsfolk to build fortifications and siege weapons capable of piercing their scales. A marauding ogre or two may be driven out of a region by a band of heroes, but an entire ogre family will require diplomacy or war crimes. There is no balance or expectation of linear progression in the adversaries you face. You can kind of emulate this in Elder Scrolls: memorize the guard routes to steal the Scroll of Open Very Hard Lock and use it to open the mage’s chest which has a Scroll of Ice Storm to cheese your way into the Blackreach early or something. That’s the exception though, not the rule.

Armor-Based Action Points

The Elder Scrolls like to place a large emphasis on what kind of armor (or lack thereof) you were using, as seen by the different (un)armor skills. To represent the abstract differences in mobility, spellcasting, etc, Action Points are now determined by your Armor Penalty. As in Core Mythras, certain organizations may offer Gifts or specialized training to mitigate Armor Penalty.

Armor Penalty	***Action Points***	***Classification***
0-1	3	Unarmored
2-3	2, with extra 1 that can only be used on reactive actions	Light
4+	2	Heavy

This is not very realistic, but it is Elder Scrolls-y! The Feel dominates! It encourages being obsessive about armor weight, a staple of the series. If your group prefers to have your games be more grounded and less ridden with video game tropes, go ahead and just use your preferred Action Point setup.

Combat Styles

Combat Styles in Mythras are cultural or profession specific. Elder Scrolls weapon skills don't depend on these things, instead being based on broad weapon categories. The Feel demands it. Thus, the available Combat Styles taken and adapted from the various games are:

- Axe
- Blunt
- Hand-To-Hand
- Long Blade
- Marksman
- Polearm

- ❖ Shields
- ❖ Short Blade

Notably, this list doesn't include unusual weapons like Nets, Whips, or the various Siege Weapons. There are two options:

1. Desperately stuff the odd weapon into a style most appropriate with genre conventions (a ballista is kind of a bow, so Marksman; a garrote is used by thieves, so it's Short Blade)
2. Create another Combat Style called Esoteric and lump everything else into it.

For convenience, an Esoteric style is included at the end of this section with suggested traits.

An Expert of a particular Combat Style will hold themselves differently than an Apprentice, more than just numbers. Not to say the Expert can't lose: superior tactics and planning can beat even a Master. The way these differences are expressed is by allowing characters to train additional Combat Style Traits into styles of at an appropriate level of advancement. In order to earn these traits, three conditions must be met:

1. Meet the appropriate skill level requirement
2. Must have learned at least one trait from the previous tier (for non-Novice traits)
3. Spend 3 XP rolls and 1 week with an appropriate trainer, or 5 XP and 1 month for Master traits.

There are very few Master trainers, and they are often the heads of appropriate cults.

Each individual style and its potential traits are covered below.

Axe

“Of all the members of the Morag Tong I've spoken with, none disturbed me as much as Minas Torik. A quiet and reserved man who never drank, never visited a brothel or even uttered a curse, he was famous for his ability to make people disappear. Once a person was targeted by the Brotherhood and Torik was sent to them, they would simply cease to be. I asked him once what his weapon of choice was, and was equally startled by his answer.

"I only likes to use axes," he said in his typical, quiet voice.”

Typical Special Effects: Bleed, Sunder

Use Axe to cover any weapon that principally chops or is swung downwards, such as hatchets, picks, or battleaxes. Hafted weapons with blades.

Skill Range	***Available Traits***
0-25%	Batter Aside (Core Mythras)
26-50%	Shield Splitter (Core Mythras)
51-75%	Scale Shredder
76-100%	Fell the Tree
101%+	Ellabeth’s Ballad

New Traits

Scale Shredder: Whenever you use the Sunder special effect, your damage roll ignores an amount of Armor equal to half your weapon’s maximum damage.

Fell the Tree: Whenever you choose the Bleed special effect, the Endurance roll to resist the effect is 1 grade harder if the damage you dealt was enough to cause a Serious Wound. Additionally, completely Sundering a location’s natural armor allows you to apply Bleed for free.

Ellabeth's Ballad: Whenever you successfully parry an attack, you may select Damage Weapon for free (even if your opponent succeeded on their attack).

Blunt

"The important thing is that to become skilled with a staff or club, you gotta be a master of these pain centers. Done right, a light tap could kill, or knock out without so much as a bruise."

"Fascinating," smiled Haballa. "And no one ever found out?"

"Why would they? The boy's parents, the King and Queen, they're both dead now. The other children always thought their brother got carried off by the Underking. That's what everyone thinks. And all my partners are dead."

"Of natural causes?"

Typical Special Effects: Bash, Stun Location

Use Blunt to cover any club or hammer like weapon. This does not include fists or, by default, thrown blunt weapons (those should be covered by Marksman), but including thrown rocks would be pretty funny if you want. Shields are covered by the Shields skill.

Skill Range	***Available Traits***
0-25%	Knockout Blow, Shield Splitter (Core Mythras)
26-50%	Batter Down (Mythic Rome)
51-75%	Armor Crush
76-100%	The Importance of Where
101%+	Stone-Singer

New Traits

Batter Down: If the fighter's Damage Modifier is one or more steps greater than his opponent's, his Damage Modifier roll is counted as double solely for the purposes of calculating Knockback.

Armor Crush: All Blunt weapons can now Sunder. When you Sunder armor, damage after armor is applied simultaneously to the armor and hit location underneath, instead of applying first to the armor then the location.

The Importance of Where: You may ignore AP equal to half your weapon's maximum damage, but only for rigid armors. When Bash forces a foe over an obstacle, the Athletics or Acrobatics check is 1 grade harder.

Stone-Singer: Stun Location lasts Rounds instead of Turns. You can Force Failure when an opponent normally fails, instead of only on a fumble.

Hand-to-Hand

"Initially, I sought to end it quickly, still thinking that he was unworthy to be cleaning the arena, let alone fighting in it. In retrospect, I was being illogical, as I must have known he had bested as many students as I had to reach that final level. He offered simple counterblows to my attacks, and responded in kind. His style was expansive, encompassing sophisticated arcane foot play one moment and simple jabs and kicks the next. I tried assailments intended to dazzle, but his face never showed either fear or contempt of my abilities."

Typical Special Effects: Flurry, Grip, Take Weapon

Use Hand-to-Hand for striking with any part of the natural body (fists, claws, kicks, body slams etc).

Skill Range	*Available Traits*
0-25%	Daredevil (Core Mythras)
26-50%	Unarmed Prowess (Core Mythras)
51-75%	Inevitable Fist
76-100%	Flurry of Blows
101%+	Touch of Baranat

New Traits

Inevitable Fist: Increase unarmed damage to 1d4. Your unarmed strikes ignore any special resistances, allowing you to damage creatures like vampires and ghosts normally. You may select Stun Location as a Special Effect.

Flurry of Blows: Ignore all AP for the purposes of determining the effects of Stun Location. You may select Flurry for free on a successful attack.

Touch of Baranat: Your unarmed strikes are Large, and deal 1d6 damage. You may use Select Target and Accidental Injury against foes when they normally fail, instead of just on a fumble.

Long Blade

"No one in the crowd, aside from a few scattered Akaviri counselors and the Potentate himself wanted Savirien-Chorak to win, but there was a collective intake of breath at the sight of his graceful movements. His swords seemed to be a part of him, a tail coming from his arms to match the one behind him. It was a trick of counterbalance, allowing the young serpent man to roll up into a circle and spin into the center of the ring in offensive position."

Typical Special Effects: Bleed, Impale

Use Long Blade to cover any blade that is at least Medium reach, including piercing weapons like rapiers.

Skill Range	*Available Traits*
0-25%	Water Combat, Siege Combat (Core Mythras)
26-50%	Swashbuckling, Excellent Footwork (Core Mythras)
51-75%	Mesiterhau, Versetzen
76-100%	Cloud Ruler
101%+	Shehai

New Traits

Mesiterhau: A specialized technique you may do when attacking on your turn. Your attack is 1 grade harder, but if it succeeds, your opponent's parry is also 1 grade harder, and your next parry against that same opponent will be 1 grade easier.

Versetzen: This trait permits the fighter to cause an attack to fail, even if the attacker's initial roll was a success. You attempt a parry at 1 grade harder, if it succeeds, re-read your opponent's attack roll as if it had a grade of difficulty penalty applied. If this causes the result to be a fail, then the attacker failed in their attack, and you apply a defensive Special Effect against the attacker. Your next attack against that same opponent will also be 1 grade easier.

Cloud Ruler: When you choose the Disarm or Trip Opponent Special Effect, your opponent's resistance Checks are 1 grade harder. Your damage modifier is considered to be 2 steps higher than normal for determining how far you fling your opponent's weapon. Additionally, you may roll twice and take either result to determine how much damage you deal when pulling out an Impaled Long Blade.

Shehai: Your attacks and parries are also considered critical on doubles (11, 22, etc).

Marksman

"Then exultation turned to terror as a great shadow rose
From the trees on leathered wings like an unfurling Cape.
The great bat lizard was large as the ship, but good pilot
Topal merely raised his bow, and struck it in its Head.
As it fell, he asked his Bo 'sun, "Do you think it's dead?"
And before it struck the white-bearded waves, he
Shot once more its heart to be certain."

Typical Special Effects: Impale

Use Marksman to cover any ranged or thrown weapon, such as bows, crossbows and darts. Throwing knives can be covered by either Marksman or Short Blade.

Elder Scrolls uses many different ammunition types: you can find iron, Elven, or Orcish arrows, for example. Information on these is discussed more in the Material Tiers section, but importantly, this valuable ammunition is likely to be recovered after a fight. This is partially luck and partially skill, as even arrows that hit their mark in a foe can break or shatter. After a battle, the original owner of the ammunition makes a Perception roll and the degree of success determines the amount recovered:

- Critical Success: 100% of all spent ammunition
- Success: 75% of all spent ammunition
- Failure: 50% of all spent ammunition
- Fumble: 25% of all spent ammunition

If only 1 piece of ammunition was used, a failure means it is lost or broken.
Also, make a separate roll for each different type of ammunition used. So if a character shoots 2 iron arrows and 3 Elven arrows, they would roll two separate Perception checks, one for each arrow type.

Skill Range	*Available Traits*
0-25%	Skirmishing (Core Mythras)
26-50%	Ranged Marksman (Core Mythras)
51-75%	Wind Draw
76-100%	Eye of Hircine
101%+	The Black Arrow

New Traits

Wind Draw: When you throw a weapon, you can draw another at the start of your next turn at no AP cost. When you shoot a ranged weapon, you can choose Rapid Reload for free even on a failure (but not a fumble).

Eye of Hircine: You may choose Kill Silently as a Special Effect on targets in close range. You ignore any difficulty modifiers due to firing into a crowd.

The Black Arrow: You may choose Circumvent Cover as a critical effect, with no reduction in damage. You may choose Bypass Armor on a normal success.

Polearm

"The trick as I've heard it is to anticipate where your target's going to go and aim your spear there, not where they are now. I just have to observe them a little longer. Why can't the little fetchers swim in straight lines?"

After an hour of flailing about, Harithoel, by luck, managed to spear a fish. The men tore it apart and ate it raw."

Typical Special Effects: Impale

Use Polearm to cover long-hafted weapons such as spears, tridents, and halberds. Throwing spears is covered by this skill or Marksman, your choice.

Skill Range	*Available Traits*
0-25%	Formation Fighting (Core Mythras)
26-50%	Cautious Fighter, Mounted Combat (Core Mythras)
51-75%	Set Against
76-100%	Mastery of Transfixury
101%+	Bitten Off Secret

New Traits

Set Against: When you roll for damage, you may roll your opponent's Damage Modifier instead of your own.

Mastery of Transfixury: When you choose the Impale Special Effect, you roll the weapon damage thrice and take any result. You also roll the Damage Modifier twice (if applicable) and take either result. Pulling out an Impaled Polearm is 1 grade easier for you. Additionally, you may roll twice and take either result to determine how much damage you deal when pulling out an Impaled Polearm.

Bitten Off Secret: You may treat Polearms as being one range step shorter or longer at any time to suit whatever advantages you need. Change Range uses no Action Points, nor does resisting Change Range attempts.

Shields

"I fought a man once for an hour's time," said Mindothrax. "He was tireless with his bludgeoning, never giving me a moment to do aught but block his strikes. But finally, he took a moment too long in raising his cudgel and I found my mark in his chest. He struck my shield a thousand times, and I struck his heart but once. But that was enough."

Typical Special Effects: Bash, Stun Location

Use Shield for anything that blocks like a shield.

Skill Range	***Available Traits***
0-25%	Shield Wall (Core Mythras)
26-50%	Defensive Minded (Core Mythras)
51-75%	Solid Stance (Mythic Rome)
76-100%	Guard Counter
101%+	Shield of Abernanit

New Traits

Solid Stance: Resist Knockback, Leaping Attacks and Bash as if you were always using the Brace action.

Guard Counter: When you succeed on an active shield parry, you may immediately follow up with an attack with the weapon in your other hand at the cost of an Action Point. Shields passive block 1 more location.

Shield of Abernanit: Gain 1 extra Action Point. It can only be used to parry with your shield. Passive warding your head only inflicts a Hard penalty, instead of Herculean.

Short Blade

"A very good friend of mine, a thief in Gnisis whose name I won't mention, swears by the strangle-and-slash technique. Simply put, you grab your victim's throat from behind and while throttling him, you batter his face against the opposite wall. When the victim is thus rendered unconscious, you slash his throat while still holding him from behind, and the risk of staining one's clothes with blood is practically nonexistent."

Typical Special Effects: Bleed, Impale

Use Short Blade for any blade that is Short or shorter.

Skill Range	***Available Traits***
0-25%	Assassinate (Core Mythras)
26-50%	Blind Fighting (Core Mythras)
51-75%	Uncatchable
76-100%	Sep's Sting
101%+	Sithis' Woe

New Traits

Uncatchable: When you change range, either by proactively using Evade or from a Special Effect, you also Overextend your opponent for free.

Sep's Sting: You ignore AP equal to half your weapon's max damage. You may choose the Inject Venom Special Effect. Bleed doesn't require you to deal damage in order to work, but the Endurance roll to resist it in such a case is 1 grade easier.

Sithis' Woe: Kill Silently also applies the effects of Maximize Damage and Bypass Armor for free. Every successful parry also provides the effects of Prepare Counter for free, even if your opponent succeeded on the attack.

Optional: Esoteric

"Once you feel confident with the script, it's all about practice, practice, practice! Your performance should be second nature to you, but remember, you may need to improvise when hecklers or enthusiastic crowd members speak up, so don't be so locked into your speech that you can't make adjustments on the fly."

Typical Special Effects: ?

Use this for anything else. Strange things. The traits it contains deal with improvising or using anything as a weapon.

Skill Range	***Available Traits***
0-25%	Throw Weapons (Core Mythras)
26-50%	Impromptu Weapons (Monster Island)
51-75%	Versatile (Shores of Korantia)
76-100%	Extemporize
101%+	Extreme Contrivance

New Traits

Impromptu Weapons: Treat any object as a club.

Versatile: You may use any 1 ENC weapon as if it were in this style at 1 grade of difficulty.

Extemporize: You may choose Prepare Counter as an offensive Special Effect. You choose two Special Effects to counter instead of one.

Extreme Contrivance: You can use any Special Effect with any weapon. Get creative with your narration.

Material Tiers

No one in Elder Scrolls uses an iron sword past the first hour or so. Everything else is a strict upgrade, so why bother? Unfortunately, Combat As War does not play well with numbers based power scaling. At the same time, justice must be done to fantastical minerals like moonstone and ebony. Give us the Feel. The rules for Enhancing equipment (Pg 67 Core Mythras) are thus used to assign traits to the materials without it getting too out of hand. Mundane materials can still be Enhanced as normal, but the special materials automatically have Enhancements. Special materials can be Enhanced on top of their inherent Enhancements, but the Enhancement Craft roll is 2 grades harder, they may only have 1 additional Enhancement total, and the rule of no more than 2 Enhancements of the same type still applies.

Each arm or armor piece made with special material has both a cost multiplier and a flat cost associated with producing it. If a player wishes to craft or smith with the material, provided they've already bought the material, have them pay the flat cost regardless. This represents exotic recipes, oils, quenchers or even alchemy ingredients that one must acquire to work it properly. Costs are in Silver Pieces.

Material	Cost Mult	Flat Cost	ENC Multiplier	Automatic Enhancements
Iron/Bronze/Leathers	x1	-	x1	-
Steel	x1.5	25	x0.75	-
Chitin	x1.3	5	x0.75	-

Mithril	x2	50	x0.75	Effective
Dwemer Metal	x2	40	x1.5	Durable, Efficient, Resilient x2
Orichalum	x2	50	x1	Durable, Efficient, Resilient
Moonstone (Elven)	x2.5	120	x0.5	Effective, Efficient x2
Glass	x3	200	x0.75	Effective, Efficient x2, Resilient
Ebony	x3	200	x1.25	Durable, Effective, Efficient, Resilient
Daedric	x5	500	x1.5	Durable x2, Effective x2, Efficient, Resilient x2
Dragon Bone/Scale	x5	500	x1.5	Durable x2, Effective 2x, Efficient, Resilient

Even if one has the wealth, it can still be very difficult to obtain certain materials. There are also cultural associations with different materials. These are era and location dependent of course, consider the obvious. If you're using Elven arms/armor and you're not a mer, prepare for at best snide comments and at worst challenges to your right. Non-orcs wearing Orchalum can expect similar treatment. Daedric will likely make most fear you terribly, potentially allowing you to avoid most fights entirely.

Also keep in mind that weapons and armor can be lost or damaged more easily than in the games. Getting disarmed isn't a minor inconvenience. In Mythras you can get Sundered, or an unlucky Disarm can send your shiny sword sailing off a cliff; with no reloading to help you (you have to rely on Luck Points).

Optional: Simplified Armor

For those who don't want to bother with materials and just want a 1-to-1 translation of armor from the games with no frills, maximum Feel, an alternate table is

provided below. This option still uses the Material table above for weapons, but the table below for armor. Do not apply the Enhancements above to the table below.

Governing Skill	Base Material	AP	ENC	Cost Per Location	Suit ENC/Cost/Penalty	Typical Owner
Light Armors	Fur/Leather	2	1	25	7 / 175 / 2	Commoner
	Fine Chain	3	2	200	14 / 1400 / 3	Shopkeep
	Mithril Chain	4	2.5	400	17.5 / 2800 / 4	Privileged
	Elven	4	1.5	640	10.5 / 4480 / 3	Collector
	Malachite (Glass)	6	2.5	950	17.5 / 6650 / 4	Monarch
	Dragon Scale	7	3.5	2200	24.5 / 15400 / 5	Dragon Slayer
Heavy Armors	Steel	5	4	400	28 / 2800 / 6	Warrior
	Dwarven	7	7	1000	49 / 7000 / 10	Collector
	Orcish	7	6	1500	42 / 10500 / 9	Orc
	Ebony	8	7	3200	49 / 22400 / 10	Monarch
	Daedric	10	8.5	5000	59.5 / 35000 / 12	Daedra
	Dragon Bone	9	7.5	4100	52.5 / 28700 / 11	Dragon Slayer

Magic

Magic in the Elder Scrolls games is wild and varied. If you read the books that are scattered about mages dens and witch covens, you'll pick up some strange ideas that seem totally at odds with the magic schools you're given at character creation. Here is an incomplete list of clearly magical disciplines outside the normal magic schools:

- Auramancy
- Nymics
- Flesh/Blood/Soul magic
- Thaumavocalism
- The Thu'um
- Shehai
- Chronomancy
- Cheesemancy
- CHIM

Along with these, which may work best under Sorcery, there are clear precedents that fit the core Mythras magic systems:

- Dunmer ancestor worship (Animism)
- Nord ancestor and nature worship (Animism)
- Worship of Aedra, the Nine Divines (Theism)
- Worship of Daedra (Theism)
- The Greybeards and their philosophical meditation (Mysticism)
- Blind Moth Priests and their contemplations on the Elder Scrolls (Mysticism)
- Various hedge witches and petty wizards (Folk Magic)

So if there is a story that you want to tell that involves one of these ideas or groups, consider making them a cult using the default rules for magic in Mythras. It completely fits in the lore, go nuts!

Where Does Magicka Come From?

Magicka comes from Self by default in the Elder Scrolls. It drips down from Aetherius and pools in your head. These are action games, but we have to keep in mind that they use an abstraction in time: 2 minutes in real life is 1 hour in Morrowind, for example. How fast Magicka regenerates is up to which game you want to emulate,

which essentially means how high magic you want to make your game. You recover an amount of Magicka equal to your Magicka Recovery Rate per this time scale:

Game	*Magicka Regen Time Scale*
Daggerfall (recommended)	Day
Morrowind	Hour
Oblivion/Skyrim	10 minutes

Players can also restore Magicka using potions or other special items (Weyland Stones for example). Make it region specific.

Optional: Deep Magicka

If you want casting magic to be common but not too egregious, you can have Magicka “stamina” and Magicka “health”. The way this works is that 75% of your total Magicka is Deep Magicka, which regenerates slower, while 25% is Shallow Magicka (round up), which regenerates more quickly. Shallow Magicka regenerates one time step faster than normal on the table above, while Deep Magicka regenerates as normal on the table. Magicka is taken from Shallow Magicka before touching Deep Magicka, and Shallow Magicka must be regenerated first before Deep Magicka. Casting a spell halts the recovery of Deep Magicka (the time is not saved).

For example, Maeli is using the Morrowind system. She has 10 POW, and thus 7 Deep Magicka and 3 Shallow Magicka. She descends into a crypt with her friends to fight some undead abominations (like you do). She casts a 2 Magicka Fire spell at an adversary, bringing her Shallow Magicka to 1. She then has to emergency cast another spell to heal an ally, 3 Magicka this time. Her Shallow Magicka is reduced to 0, and the remaining 2 Magicka are taken from her Deep Magicka. After the fight, she has 5 Deep Magicka and 0 Shallow Magicka. After 10 minutes of rest, she restores 2 Shallow Magicka, so she is up to her full 3 Shallow Magicka after 15 minutes. It then takes 1 hour to restore her 2 Deep Magicka, provided she doesn’t cast another spell in that time that draws from her Shallow Magicka.

Running Out of Magicka

By default, nothing happens to characters that run out of Magicka in Elder Scrolls games. You simply cannot cast spells that are too expensive.

Casting Time and Rituals

The Casting Times for spells should likely be on the scale of Turns to facilitate use in combat. When using magic schools, the default casting time is 1 Turn unless specified otherwise. However, while there are rituals done in large groups to invoke great magics, there is no such thing for petty spells, and as such, by default characters cannot spend more time to cast a spell to make it Easy or Very Easy.

Casting Requirements

In Elder Scrolls games, there is a strong precedent that a free hand is needed to cast spells, and it is also used to physically shoot the magic out and smack your foe with the sparkly burst. Anti-magic measures often merely involve hand restraints (though some shackles have anti-magic enchantments). Normal vocalizations are also required, but even without being able to speak, spell casting makes about as much noise as a windchime caught in a breeze. The list of casting requirements should thus look like:

- Clear thoughts, unclouded by detrimental magics, narcotics or the like
- The ability to gesture, symbolize or channel with at least one free hand
- Able to directly point at the subject of the spell with the aforementioned free hand
- The ability to make appropriate vocal sounds to invoke the power
- The ability to accurately perceive or sense a potential target

For each requirement not met, the caster suffers a 1 grade penalty in casting the spell. So a thief that has their hand bound behind their back wishing to cast a spell at a prison guard in front of them will suffer a Formidable penalty, as they are both unable to gesture or point with their hand.

Size and Alternate Attributes

Some spells affect a maximum SIZ of creature. When using Alternate Attributes, assume all humanoids are SIZ 12.

Magic Schools

For those wishing to attain the Feel of the magic schools from the games, a complete magic system that attempts to emulate them is presented here. There is a strong emphasis on the Feel, and not all of the schools are strictly balanced against each other, though an effort is made to make each one fun and interesting. These schools take the form of heavily modified Sorcery. For the most part, you can translate any spells that do not fit into the system, but there are some important differences.

The first is that only a single skill governs the effects of the spells. There is no Shaping. Unless noted otherwise, for all spells, the default Duration is equal to POW/INT in minutes, the default Range is touch, and default Targets is 1. The default casting time for all spells is now 1 Turn unless specified otherwise (notably modified by the Meta spells). Intensity and Magnitude are both equal to the base Magicka cost of the spell, and thus casting a more powerful version of a simpler spell requires a greater expenditure of Magicka. The maximum Magicka one can spend on a single spell effect before Combining is shown on the following table:

Magic Skill %	***Tier***	***Max Magicka***
0-25%	Novice	1
26-50%	Apprentice	2
51-75%	Adept	3

76-100%	Expert	4
101% +	Master	5

Spells are also denoted by the classification used in the table, so there are Apprentice spells, Expert spells and so on, referred to as the spell tier. What spells can be learned at what level of competency is noted in each spell school.

The last change from Sorcery is that spells can now be freely Combined. Combining spells does not increase spell casting time. Use the following guidelines when Combining spells:

- Any amount of spells can be Combined together
- The spellcasting time of the Combined spell is equal to the longest of all spells involved
- The Combined spells must all share the same target or targets
- A spell may not be Combined with another instance of itself; only different spells can be Combined
- Each different spell school involved beyond the first increases the difficulty of the casting roll by 1 grade
- If the Combined spells come from different spell schools, use the lowest spell school's casting chance
- The duration of the different Combined spell effects function independently
- The total cost of the spell is equal to the sum of the casting costs of each individual spell
- The Magnitude/Intensity is calculated separately for each constituent spell effect, not added together. This means if dispelled, some effects may remain and others stay

In order to learn a specific spell, three conditions must be met:

1. Meet the appropriate skill level requirement
2. Must have full Magicka before training begins

3. Spend 3 XP rolls and 1 week with an appropriate trainer, or 5 XP rolls and 1 month for Master spells

There are very few Master trainers, and they are often the heads of appropriate cults.

Spell Costs and Ease of Casting

The cost of a spell is the combination of all of the effects, but also adjusted based on the level of competency in the school(s) being used. If all of the school skills being used as part of a casting are at least Adept level, then when you Combine a spell, the total spell cost is reduced by 1, to a minimum of 1. If all of the school skills are Master level, then when you Combine a spell, the total spell cost is reduced by 2, to a minimum of 1.

For example, if an Adept Destruction mage casts Fire at Intensity 2, its cost would be 2, because it was not Combined with anything. If they Combined the Intensity 2 Fire with Ranged, which is also 2 Magicka, its total cost would be 4, minus 1 from the Adept bonus for a total of 3. A Master in this situation would only have the same Combined spell cost 2.

Also, lower tier spells can be cast more easily by more advanced practitioners. A spell is considered to be a tier of the highest tier effect that is Combined into the total spell. Casting a spell that is two tiers below one's level of competency is Easy, and four tiers below is Very Easy. This means that an Intensity 2 Fire (Apprentice) Combined with Ranged (Apprentice) is an Apprentice spell, and an Expert of Destruction would find the spell Easy to cast, as they are two tiers above Apprentice.

When you desire to cast a spell from a given spell school, figure out the cost using the information above, determine the chance of casting for a specific spell school, then make a check using that school:

- Critical Success: The spell works and only half the total Magicka is expended.
- Success: The spell works and the full amount of Magicka is expended.
- Failure: The spell fails, and half of the total Magicka is expended.
- Fumble: The spell fails, and the full amount of Magicka is expended.

Meta

Meta spells are not a separate school skill that you learn, but rather a list of spells that you automatically know with no training once you hit a certain level of competency in another school. These are effects that let you mimic the effects of spells in the games.

These count as the school you have the competency in. So if you have 21% in Illusion (Novice) and 37% in Destruction (Apprentice), you have Ranged for Destruction but not in Illusion. This means you can Combine a Novice Illusion spell with Ranged, but it counts as cross school and thus the casting roll will be Hard.

Tier	***Magicka Cost***	***Spells***
Novice	1	-
Apprentice	2	Ranged
Adept	3	Focus
Expert	4	Mass
Master	5	-

Ranged - *Apprentice*

Spells that are Combined with Ranged have a range of POW/INT in meters. The casting time also increases by 1 Turn. This turns the spell into a projectile, and thus is subject to all ranged combat considerations, such as firing into a crowd, cover, and firing while moving/riding vehicles or mounts. You can also Aim with the spell.

Importantly, Ranged imparts the effects of the spell to another as if the caster had cast the spell on themself. This is fairly obvious for instant duration spells such as Fire, but it can also be used to impart control of a spell such as Animate to another character, allowing that character to manipulate the material while the caster can only look on.

Focus - *Adept*
Spells that are Combined with Focus ignore 2 grades of penalties. This cannot raise the casting chance above the base chance. The casting time also increases by 1 turn.

Mass - *Expert*
Spells that are Combined with Mass affect all valid targets within a number of meters up to the spell school's critical value (the caster can choose any number within the range at the time of casting to make a smaller range if they wish). If touch range, this meter range emanates from the caster. If Ranged, the range emanates from where the spell hits. The caster can choose to be unaffected by the spell effects if they wish. If damage is involved with the spell effects, roll separately for each target. If hit locations are involved, all hit locations are struck. The casting time also increases by 1 turn.

Alteration (CON + POW / WIL+ END)

"To master Alteration, first accept that reality is a falsehood. There is no such thing. Our reality is a perception of greater forces impressed upon us for their amusement. Some say that these forces are the gods, others that they are something beyond the gods. For the wizard, it doesn't really matter. What matters is the appeal couched in a manner that cannot be denied. It must be insistent without being insulting."

Alteration is the most philosophical school of magic. You can use it to check general understanding of Elder Scrolls metaphysics and as an augment to win debates on magic.

Tier	*Magicka Cost*	*Spells*
Novice	1	Burden/Feather, Haste, Equilibrium
Apprentice	2	Shield (Fire, Frost, Physical, Shock), Abjure (Breath)
Adept	3	Sculpt, Paralysis
Expert	4	Fly
Master	5	Transmogrify (To Substance)

Burden/Feather - *Novice, Resist (Willpower)*
Reduce/increase the target's carried ENC by 3 per Intensity. Decrease/increase the target's Armor Penalty by half the Intensity.

Haste - *Novice*
Increase the target's Movement Rate by a number of meters equal to the Intensity of the spell. Increase the target's Initiative by twice the Intensity.

Equilibrium - *Novice*
Equilibrium does not cost Magicka to cast. Instead, it costs a number of Hit Points from all locations of the caster equal to its Intensity. Damage to one location can be distributed to other locations as the caster sees fit. Equilibrium also costs a single Fatigue level, which takes 24 hours divided by Intensity to restore (as if by exsanguination). It restores a total amount of Magicka points equal to the Intensity, split between all targets and/or the caster at their discretion.

Shield (Fire, Frost, Physical, Shock) - *Apprentice*
The target gains a number of armor points on all locations of the chosen shield type equal to the Intensity of the spell, stacking with normal and natural armor. This spell can be Combined with itself, but only for different shield types. After learning their first Shield

spell (even if it's from Mysticism), subsequent Shield spells only take 1 XP roll and 2 days to learn.

Abjure (Breath) - *Apprentice*
As the Sorcery spell, but affects a maximum SIZ equal to 6 times the Intensity.

Sculpt (Substance) - *Adept, Concentration*
As the Sorcery spell, but affects a maximum SIZ equal to 6 times the Intensity. The exact substance depends on who is teaching you the spell, but is typically a material used for construction or crafting, such as Stone, Wood or Metal.

Paralysis - *Adept, Resist (Endurance)*
As the Sorcery spell Palsy, but affects a maximum number of Hit Points up to twice the Intensity. The base Duration of this spell is equal to POW/INT Rounds, instead of minutes. Magic Armor adds to the effective Hit Points on a location on a 1-to-1 basis.

Fly - *Expert, Concentration, Resist (Willpower)*
As the Sorcery spell, but affects a maximum SIZ equal to 6 times the Intensity, and the base Movement Rate is instead equal to 2 + Intensity meters rather than being dependent on excess Intensity surpassing the SIZ requirement. This replicates both the Telekinesis (if targeting an object) and Levitation (if targeting a person) spells.

Transmogrify (To Substance) - *Master*
As the Sorcery spell, but affecting a maximum SIZ equal 4 times the Intensity. The exact substance depends on who is teaching you the spell.

Conjuration (INT x 2 / INT x 2)

“The simplest and most maddeningly complex way to go to Oblivion was simply to cease to be here, and begin to be there.

When thou enterest into Oblivion, Oblivion entereth into thee.”

Conjuration deals with Oblivion, and aside from spellcasting, it can be used as Culture for the denizens of Oblivion.

Tier	***Magicka Cost***	***Spells***
Novice	1	Bound (Greaves, Gauntlets, Helmet), Repulse (Undead), Evoke (Lesser Creatures)
Apprentice	2	Bound (Weapon), Bound (Cuirass)
Adept	3	Banish, Revivify, Evoke,
Expert	4	Portal
Master	5	Teleport

Bound (Armor) - *Novice (Greaves, Gauntlets, Helmet), Apprentice (Cuirass), Resist (Willpower)*
Casting this spell summons armor which exactly fits the target directly onto their body. Other armor they are wearing is temporarily whisked away to Oblivion, returning to where it previously rested on the target’s body when the duration expires. Each separate spell summons a different piece (or pieces) of armor. Greaves summons armor to cover both legs, Gauntlets armor to cover both arms, Helmet armor to cover the

head, and Cuirass armor to cover the chest and abdomen. After learning the first Bound (Armor) spell, the others only take 1 XP roll and 2 days to learn. Since these are different spells, they can be Combined without difficulty.

The armor has AP equal to the 5 + Intensity, and Magical Armor equal to 1 + Intensity/2. The armor is effectively weightless, but still imposes 1 Armor Penalty per spell (not per piece). This means Combining together a casting of Bound (Helmet) and Bound (Gauntlets) would create armor on the head and both arms, but the total Armor Penalty would be 2, not 3.

This can be balefully cast to replace armor on an unwilling target, in which case a Willpower resistance check is allowed.

Evoke (Lesser Creatures) - *Novice*
As the Sorcery spell, with several adjustments. First, there is no Range limit the summon can travel. If touch range, the creature is summoned 1 meter away, directly next to the caster. Ranged allows the caster to summon the creature far away. The duration is a number of Rounds equal to the caster's POW/INT. Affects a total amount of POW/INT equal to 6 times the Intensity. No creature with a SIZ larger than 8 can be summoned.

Unlike the normal Evoke spell, this spell can summon multiple creatures of a similar, mundane species: Rats, Bats, Centipedes and Wolves are common choices. A maximum number of creatures are summoned up to the POW/INT limit (smaller creatures like bats, rats or bugs are assumed to have a POW of 1). These creatures are abducted from the closest nearby location in Mundus, and given a Passion of the caster's choice equal to the caster's Conjuration score. Classic examples include Defend (Caster), Crawl (Orifices), or Fetch (Slippers). The GM is encouraged to roll against this Passion frequently to see if the animals behave.

Repulse (Undead) - *Novice, Resist (Willpower)*

As the Sorcery spell, but affects a maximum size of equal to 6 times the Intensity. The nature of the repulsion manifests as abject terror or paralyzing awe, at the caster's choice.

Bound (Weapon) - *Apprentice, Resist (Willpower)*
Casting this spell summons a weapon directly into the caster's dominant hand. The Intensity of the spell determines what kind of weapon you can summon:

Intensity	***Available Weapons***
2	Any Small non-Ranged weapon
3	Any Medium or Ranged weapon
4	Any Large weapon
5	Any Huge weapon

Bound Weapons gain a flat bonus to damage equal to Intensity / 3, and you augment the Combat Style of whoever is using the weapon by your Conjuration skill. Ranged weapons (including thrown weapons like darts or shuriken) start with 12 arrows/stones/quarrels/etc, as appropriate for the weapon. This ammunition is not enhanced with extra damage like the weapon may be, though thrown weapons are. Ranged weapons have no ammunition already nocked/loaded when summoned.

Casting this on someone who is already wielding a weapon summons it into their dominant hand, violently flinging their currently held weapon 1d6 meters away unless they wish to resist it with a Willpower check.

Banish - *Adept, Resist (Willpower)*
As the Sorcery spell, but affects a maximum POW/INT equal to 6 times the Intensity. Note that this is the only way to dismiss even friendly summons early.

Revivify - *Adept, Concentration*

As the Sorcery spell, but affects a maximum SIZ equal to 7 times the Intensity, and the zombie/skeleton gains a bonus to STR and CON/END equal to twice the intensity. They act with the physical skills they had in life, capped by the Conjuration skill. Necromancers with extra time can craft golems of flesh or bone from various monster parts and reanimate those, something equivalent to Bonelords and Bonewalkers.

Intensity	*Example Maximum SIZ*
3	Any humanoid, Kwama Worker, Wolf
4	Guar, Minotaur, Ogre
5	Bear, Giant, Horker, Warhorse

Evoke (Creature) - *Adept*
As the Sorcery spell, with several adjustments. First, there is no Range limit the summon can travel. If touch range, the creature is summoned 1 meter away, directly next to the caster. Ranged allows the caster to summon the creature far away. Affects a maximum POW/INT equal to 6 times the Intensity.

Importantly though, each Evoke spell is specific not to a creature type, but a literal specific individual. This means if they die, you have to learn a new spell (but you can potentially harvest them for some sick alchemy ingredients). If a summon is banished or the duration ends before they are able to get medical treatment, it is possible they can get some in Oblivion; though a scamp is more likely to be left to perish in the Deadlands than a Dremora warrior. That Dremora warrior will have some sharp words (or blades) for their summoner on subsequent summons though. Summon them out of combat for a good working relationship! The type of Oblivion creature that can be summoned is dependent on Intensity:

Intensity	*Typical Summons*
3	Flame Atronach, Scamp

4	Frost Atronach, Clanfear
5	Storm Atronach, Dremora, Daedroth, Xivali

The XP roll expenditure for learning this spell differs from normal costs, in that it is equal to the Intensity of the spell. It represents seeking out the specific name of an Oblivion denizen, summoning them, and negotiating to some terms over the 1 week spent learning it.

The gifts and treasure a summoner must give to continue being in good graces will likely fit the tasks regularly performed, but depend highly on the individual. These are fully realized NPC's. A Scamp tasked with digging out a tunnel, who LIKES digging out tunnels will probably ask for no more than exotic (Mundus) foods and water. An ornery scamp who hates being in cramped spaces may ask for enchanted items or delicious meals prepared with human flesh. Some royal Dremora high in the caste system may ask for king's bounties of treasure for you to be worth their time.

Portal - *Expert, Concentration*
Casting time is 3 Action Points if only being cast on self, after which the spell ends (no Concentration). If opening a Portal to allow others through, casting time is 1 minute and requires Combining the spell with Mass.

As the Sorcery spell, but with several adjustments. Maximum SIZ is 4 times Intensity. The maximum Range is unlimited, but you need to know the exact portal sequence of the destination. Portals are maintained by temples and Mage's Guild members, though using them requires a notable fee and they are heavily guarded. If a location was previously Marked, Portal can be used to teleport to that location, at which point the Mark spell will end.

Teleport - *Master, Concentration, Resist (Evade)*

As the Sorcery spell, but with several adjustments. Maximum SIZ is 6 times Intensity. The maximum distance the recipient can teleport with each jump (each Action Point expenditure) is equal to 200m times the spell's Intensity, and requires line of sight. The recipient of the spell is not required to return to the origin after every jump, nor do they return when the spell ends.

Destruction (INT + POW / INT + WIL)

"There was an explosion of energy that filled the night, and an echoing boom that shook birds from the trees for a mile around. On the few square feet where Gnorbooth and his horse had stood was nothing but black glass. They had been reduced to less than vapor. Gyna and Lord Strale were thrown back. Their horse, when it recovered its senses, galloped away as fast as it could. In the lingering glowing aura of the spell's detonation, Lord Strale looked straight into the woods and into the wide eyes of the battlemage.

"Damn".

Destruction is a skill that deals with understanding natural forces and exploiting them. It can be also used to assess structural weaknesses similarly to the Engineering skill.

Tier	***Magicka Cost***	***Spells***
Novice	1	Fire, Frost, Shock
Apprentice	2	Burning, Freezing, Sparking
Adept	3	Diminish (Characteristic), Rune
Expert	4	Damage Health, Damage Material

Master	5	Bypass Armor

Several Destruction effects deal damage according to their Intensity, and when they do, they also deal damage to neighboring hit locations equal to half the initial location's damage roll.

Intensity	*Damage*	*Neighboring Hit Locations Struck*
1	1d4	1d2
2	1d6	1d3
3	2d4	1d3+1
4	1d4+1d6	1d3+2
5	2d6	1d3+3

So an Intensity 2 Fire spell that strikes the Chest would deal 1d6 damage, and then half of the damage rolled on that 1d6 will be applied to 1d3 locations next to the chest: the arms, abdomen, or head. If a struck location has less neighboring locations than what is rolled, striking a leg when rolling a 3 on the d3 for example, then the extra locations are applied contiguously, so the abdomen will be hit, and then the remaining 2 locations could be the other leg and chest. Basically, apply all neighboring locations first before spreading out to other parts of the body.

In the case of Mass spells, use the base damage for all hit locations.

Fire - *Novice, Resist (Evade)*
Fire's duration is Instant.
Fire deals Fire damage directly to an opponent using the casting roll as an attack roll, which may be resisted with Evade. Successful hits deal damage according to the table above, with normal armor not protecting, only Fire and Magic Armor. If the resistance

roll is a success, the target takes half damage to the main location and no damage is dealt to neighboring hit locations.

Frost - *Novice, Resist (Endurance)*
Frost's duration is Instant.
Frost deals Frost damage directly to an opponent using the casting roll as an attack roll, which may be resisted with Endurance. Successful hits deal damage according to the table above, with normal armor not protecting, only Frost and Magic Armor. If the resistance roll is a success, the target takes half damage to the main location and no damage is dealt to neighboring hit locations.

Shock - *Novice, Resist (Willpower)*
Shock's duration is Instant.
Shock deals Shock damage directly to an opponent using the casting roll as an attack roll, which may be resisted with Willpower. Successful hits deal damage according to the table above, with normal armor not protecting, only Shock and Magic Armor. If the resistance roll is a success, the target takes half damage to the main location and no damage is dealt to neighboring hit locations.

Burning - *Apprentice*
Burning is a spell effect that cannot be cast on its own, but must be Combined with Fire. If the target fails their Fire resistance roll, Burning makes the target locations struck (including neighboring locations) as part of the Fire spell ignite, inflicting an additional 1d4 damage each Round. The damage lasts until extinguished, dismissed by the caster as a Free Action on their turn, or the spell duration expires. Unlike normal fires, this fire does not spread to additional hit locations.

Freezing - *Apprentice*
Freezing is a spell effect that cannot be cast on its own, but must be Combined with Frost. If the target fails their Frost resistance roll, Freezing causes a foe affected by the Frost spell to lose 1d2 levels of Fatigue and begin to suffer from exposure as if it were a

Freezing climate (see the table on Pg 85, Core Mythras). The temperature drop lasts until dismissed by the caster as a Free Action on their turn or the spell duration expires. Environmental factors may affect the exposure rate as normal (being wet, near a fire, etc).

Sparking - *Apprentice*
Sparking is a spell effect that cannot be cast on its own, but must be Combined with Shock. If the target fails their Shock resistance roll, Sparking causes a foe affected by the Shock spell to lose an amount of Magicka equal to half the total damage dealt to all locations. For example, an Intensity 3 Shock spell Combined with Sparking rolls a 7 on the 2d4 for damage. It strikes 3 neighboring locations for half damage, meaning they each take 4 damage, for a total damage of 7 + 4 + 4 + 4 = 19. The target thus loses half this amount, 9.5 rounded up to 10, in Magicka.

Diminish (Characteristic) - *Adept, Resist (Endurance, Willpower)*
As the Sorcery spell, but diminishes Characteristics by 3 points per level of Intensity. Magic Armor protects against this effect, reducing the diminishment by 3 points per point of Magic Armor.

Rune - *Adept*
Rune takes 10 minutes to cast. The Duration of Rune is 1 year and 1 day, or until triggered or dismissed. Once triggered, use the normal Duration of the Combined spells within.

Rune cannot be cast on its own, but must be Combined with another spell. It places a difficult to see circular rune on a flat surface, as small as 10 cm and as large as 3 meters across. It imparts the effects of the spells it was Combined with to all valid targets within 3 meters of the Rune when pressure is changed on it. Specific parameters can be placed on the exact pressure trigger. The Rune can be made to be set off only when a light mouse steps on it, allowing passage by normal humans, or

perhaps only when a book is turned to a specific page. If searched for with Perception, it is opposed using the Destruction skill.

Damage Health - *Expert, Resist (Endurance)*
Damage Health's duration is Instant.
Damage Health deals Magic damage directly to an opponent using the casting roll as an attack roll, which may be resisted with Endurance. Successful hits deal damage according to the table above, with normal armor not protecting, only Magic Armor.

Damage Material - *Expert, Resist (Evade)*
Damage Material's duration is Instant.
Damage Material directly damages the makeup of an object or material; essentially, anything without a POW/INT score. This means enchanted items with at least 1 POW/INT left in them are immune to this spell.

It ignores Armor Points equal to Intensity (but not Magic Armor), dealing damage to object HP according to the table above. For large amounts of singular material, it affects an amount of SIZ equal to 3 times Intensity. Though the damage roll may not be enough to destroy some entire objects such as stone or a reinforced door (see Pg 81 Core Mythras for some sample objects), it can destroy portions of them, or at least greatly weaken them and make subsequent destruction or mining activities easier.

For damaging held weapons or armor, an Evade roll is allowed to resist opposed by the Destruction casting roll, and either roll the Hit Location randomly or choose a weapon you're aiming for. Use the Neighboring Hit Locations Struck value as if the spell were 2 Intensity lower. When attacking a weapon, the neighboring hit locations spread contiguously down as if the weapon itself were a hit location.

For example, an Expert of Destruction casts Damage Material on a warrior, who is wearing padded armor and wielding a mace. They aim for the mace, and the warrior

fails their Evade roll. The mage rolls 1d4+1d6 for damage and gets a 6, and rolls 1d3 for neighboring locations and gets 2. The spell ignores 4 AP, so the mace (6 AP/6 HP) takes 4 points of damage directly to its HP (2 away from completely disintegrating), and the 2 neighboring locations would be the warrior's right arm and chest. Half of 5 is 2.5, round up to 3, and since the padded armor only has 2 AP, the warrior's armor on the right arm and chest completely disintegrate, leaving him bare chested and angry.

Bypass Armor - *Master*
As the Sorcery spell of the same name, including the fact that it ignores Armor Points equal to the Intensity of this spell. However, this can also be combined with the various damaging spells to ignore Fire, Frost, Shock and Magic Armor.

Combining Damage Spells

There are special rules for combining damage dealing spells. Instead of dealing damage independently, anytime you combine two or more damage spells, you treat each individual spell as if it were 2 Intensity lower for the purposes of dealing damage and add the dice together to create a mixed elemental spell, subject to both the appropriate Armor types. In exchange, the total cost of the spell is reduced by 1 for each damage spell Combined beyond the first. You also use the highest Neighboring Hit Locations Struck value.

For example, an Expert Destruction mage Combines together an Intensity 4 Shock and Intensity 3 Fire. The damage for both is treated as 2 Intensities lower, so that's 1d6 from the Shock and 1d4 from the Fire for a total damage of 1d4+1d6. It will strike 1d3+2 neighboring locations, using the higher value from the Fire spell. It would normally cost 7 Magicka, but because the mage is at least an Adept, it costs 1 less, and because it is a mixed damage spell using one extra spell, it costs 1 less again, for a total of 5 Magicka.

Enchanting (INT x 2 / INT x 2)

“Transliminal passage of quickened objects or entities without the persistent agency of hyperagonal media is not possible, and even if possible, would result in instantaneous retromission of the transported referents. Only a transpontine circumpenetration of the limen will result in transits of greater than infinitesimal duration.

Though other hyperagonal media may exist in theory, the only known transliminal artifact capable of sustained transpontine circumpenetration is the sigil stone.”

Aside from actually enchanting, Enchanting is used to assess how full soul gems or enchanted items are, and can be used as an augment for Lore skills involving souls.

Tier	***Magicka Cost***	***Spells***
Novice	1	Enchant (Object), Consume Essence
Apprentice	2	Trap Soul
Adept	3	-
Expert	4	-
Master	5	Hide Life

Enchanting is a special school in that most spells use soul gems. If a roll is failed, not only does the spell fail, with the caster having to pay half the Magicka cost as normal, but any soul gems used in the spell are also wasted. If a Critical Success is gained, the cost of the spell is halved for the cost to the caster’s Magicka as normal, but the spell cost for activating the item is not adjusted.

Both full and empty soul gems can be purchased from Mages Guilds, but supposedly the material they’re made of, morpholiths, can be mined like any other

mineral from geode veins. The larger a complete morpholith is without any breaks, the greater its capacity to hold souls. A soul contains a certain amount of POW/INT; when a soul gem captures a soul, it doesn't take the Magicka, it takes the actual POW/INT and burns it away as the item is used. The table below shows the maximum POW/INT different soul gems hold. The XP Roll Cost only applies when successfully making enchanted items, not recharging or breaking them. The SP cost is for an empty soul gem, with full soul gems being at least triple the price depending on what kind of soul is trapped. Humanoid souls can only be trapped in Black soul gems.

Soul Gem	*Max POW/INT*	*Typical Soul*	*Typical POW/INT Range*	*XP Roll/ SP Cost*
Petty	2	Mudcrab, Rabbit	1d3	0 / 25
Lesser	4	Wolf, Giant Spider	1d6	1 / 50
Common	7	Horse, Cow	2d6	2 / 100
Greater	10	Undead, Frost Atronach	3d6	3 / 200
Grand	13	Daedroth, Xivali	2d6+6	4 / 400
Black	14	Sapients	-	4 / -
Sigil Stone	15	-	-	0 / -

Carrying empty Black soul gems is both illegal and dangerous. For every 8 hours you carry an empty Black soul gem, your POW/INT is reduced by 1. It takes 1 week for the reduced POW/INT to come back. However, if trapping a humanoid soul, Black soul gems always trap the entire soul amount of 14 regardless of their actual POW/INT, as the Ideal Masters reward the trapper for containing the burning fire of sapience.

The acquisition of sigil stones requires direct contact and favors with Daedric Lords over the course of years, essentially only available to Daedric cult leaders. They are always full when given.

Enchant (Object) - *Novice*

The casting time of Enchant is 10 minutes.

As the Sorcery spell of the same name, but heavily modified. Enchant is Combined with other spell effects the caster knows in order to create a magic item. However, when Combining with Enchant, different rules are followed:

- Even if the Combined spells come from different spell schools, Enchanting is always used as the casting chance
- Combining more than one spell school does not increase the difficulty
- The maximum Intensity of any spell effects chosen in the Combined spell are determined solely by Enchanting, not by their normal spell schools
- The Adept and Master reductions in total spell cost does not require all schools to be Adept or Master, only Enchanting
- The Enchant spell itself does not count against the spell cost

In order to cast Enchant, the caster must sacrifice a soul gem which contains a soul: their own Magicka is not permanently reduced, though it still costs them the normal amount of Magicka for casting the spell initially. They must also pay an XP roll cost appropriate to the size of the soul gem. The soul is placed within the object, and is used to power the spell effect. By default, the enchanted object does not impart a constant effect to its bearer. Instead, the spell effect is activated from the object, lasting for its normal duration as determined by the creator of the enchantment. Activation has no chance of failure provided the correct activation actions are taken.

For example, an enchanter wishes to enchant a belt with an Enhance (STR) spell. Their Restoration skill is only 37%, an Apprentice, enough to know the Enhance spell, but their Enchanting skill is 72%, an Adept. They Combine Enchant with Enhance (STR), and because the maximum Intensity is based on the Enchanting skill instead of Restoration, they can choose the Enhance (STR) effect to have Intensity 3. The total cost of the Combined spell is thus equal to 3 from Enhance (STR), plus nothing from Enchant since it doesn't count against the spell cost, minus 1 due to being an Adept in Enchanting, for a total of 2. The enchanter chooses to use a full common soul gem to

create this enchantment, which has a POW/INT of 7. If the enchanter fails their Enchanting roll at this point, the soul gem is wasted, but luckily they roll a 06: a critical success! They only have to pay half the spell cost from their own Magicka, 1, though the item activation cost is still 2, and they still must pay 2 XP rolls.

However, the belt would not give the wearer 9 extra STR while wearing it; rather, they can activate the belt to receive the effects of the spell for the normal duration. Each activation burns 2 POW/INT from the belt. Since the belt was made with a full POW/INT 7, it can be activated 3 times before becoming unusable, though it can be recharged.

The exact nature of how an item is activated is up to the enchanter. At the very least it takes 1 Action Point, as even very fast actions like short command words still require the user to focus the energies in the right way. Clever enchanters though can do anything from clicking premade buttons on objects, tying a specific kind of knot in a shoe while wearing it, or even activating off of a lock when a non-key object is placed into it (if you want to blow up a thief). For spells that are resisted, the target's resistance roll is unopposed, unless using a weapon.

Enchanted weapons can be activated as normal, but may also apply their spell effects by using the following special effect:

> **Enchanted Strike**
> Permits the casting of the spell contained within the enchanted weapon without expending an additional Action Point, the target of the attack being the target of the spell. If the spell uses hit locations, the hit location of the spell is the same as the hit location of the weapon. The opponent makes an opposed resistance roll as appropriate for the spell against the original attack roll.

Consume Essence - *Novice*
The casting time of Consume Essence is 1 minute.

Consume Essence allows the caster to transfer POW/INT from a soul gem into an enchanted item to restore depleted POW/INT, on a 1-to-1 basis. This destroys the soul gem in the process. The restored POW/INT cannot exceed the maximum POW/INT of the soul gem that was used to create the enchanted item. This spell can also be used to convert POW/INT in a soul gem directly into Magicka, replenishing the caster's personal pool. This is also done on a 1-to-1 basis.

If cast with Intensity 2, this spell's casting time is instead 1 Action Point (though the soul gem to be used still needs to be held).

Trap Soul - *Apprentice, Resist (Willpower)*
Trap Soul can only be cast on creatures with POW/INT, and they may resist with a successful Willpower check. Most users of this spell wait until a target is either worn down, unconscious, or otherwise unable to resist the spell, given its nature. If the spell is not resisted, the caster is instantly aware of how much POW/INT the creature has. When under the effects of Soul Trap, if the creature dies, its soul is transferred into a soul gem the caster has of their choice. The caster may "shave off" excess POW/INT equal to the Intensity if the soul is too big. If it is still too big, it doesn't fit in the gem and is not trapped. The soul and soul gem are unharmed in such a case.

Hide Life - *Master*
Casting time is 8 hours; must be Combined with Enchant and Soul Trap. Has two uses.

The first is as the Sorcery spell of the same name, but affects a maximum POW/INT equal to 4 times the Intensity. Has a Range equal to 50 km times the newly adjusted POW/INT. Uses the caster's own POW/INT instead of a soul gem's, permanently reducing it until the spell ends or is dismissed.

The second is using the spell to create constant effect items. This requires an expenditure of XP rolls as normal, but also a permanent reduction in POW/INT. These POW/INT are only returned if the enchanted item is destroyed. Instant duration spells cannot be made into constant effect items. Each type of soul gem must be full, and is able to create a constant effect of a maximum Intensity as shown on the table below.

Soul Gem	***Max Intensity***	***POW/INT Reduction***
Common	1	1
Greater	2	2
Grand/Black	3	3
Sigil Stone	4	3

The Intensity can be split between multiple spells. In order to work, the item needs to merely be worn. For effects that affect specific hit locations (such as Shield), the item must cover that hit location. A full body hooded robe enchanted with Shield will cover more locations with the spell than a helmet with the same enchantment, despite costing the same. At the enchanters option, there can be a mechanism or process to turn the enchantment on and off.

For example, a Master enchanter with 102% Enchanting has procured a full greater soul gem, and wishes to enchant a vest with Enhance (STR) and Haste, 1 Intensity for each. They spend 8 hours casting the spell, Combining Enchant, Soul Trap, Hide Life, Enhance (STR) and Haste. They succeed on the Enchanting roll, spend 7 Magicka, 3 XP rolls, and reduce their maximum POW/INT by 2. They now have an enchanted vest that grants a +3 to STR, +1 to Movement Rate and +2 to Initiative while worn.

Illusion (INT + CHA / INT + PER)

“The Cosmos formed from the Aurbis [chaos, or totality] by Anu and Padomay. Akatosh (Auriel) formed and Time began. The Gods (et'Ada) formed. Lorkhan convinced -- or tricked -- the Gods into creating the mortal plane, Nirn.

Lorkhan was condemned by the Gods to exile in the mortal realms, and his heart was torn out and cast from the Tower. Where it landed, a Volcano formed. With Magic (in the Mythic Sense) gone, the Cosmos stabilized. Elven history, finally linear, began (ME2500).”

Illusion deals with psychology and the metaphysics of the senses. It can be used to augment skills where misdirection or concealment are important.

Tier	***Magicka Cost***	***Spells***
Novice	1	Light, Phantom (Taste)
Apprentice	2	Phantom (Sound), Phantom (Smell)
Adept	3	Enslave (Creature/Humanoid)
Expert	4	Phantom (Sight), Phantom (Touch)
Master	5	Dominate (Creature/Humanoid)

The metaphysics of Illusion in Elder Scrolls implies that the effects it produces are entirely physical in everything but name. An Invisibility spell tricks sapient creatures, but also decidedly non-sentient machines and trap triggers from being able to detect you. This means that the various Phantom spells applied to single targets trick everything attempting to observe the truth of that target: you are not only tricking observers, but the world itself. This is also why the Light spell is in this school.

Light - *Novice*
Produces a floating sphere of light as bright as a lantern that follows the target around until the duration expires. If cast on an object (including a portion of a wall), the light stays with it. Duration is equal to Intensity times POW/INT minutes.

Phantom (Taste) - *Novice, Concentration, Resist (Special)*
As the Sorcery spell, Intensity effects unchanged. Resistance roll is opposed vs. the Illusion roll. Max Range is equal to 2 meters times Intensity.

Phantom (Sound) - *Apprentice, Concentration, Resist (Special)*
As the Sorcery spell, Intensity effects unchanged. Resistance roll is opposed vs. the Illusion roll. Max Range is equal to 2 meters times Intensity. When this spell is cast or Combined with another spell, the vocalizations and spell casting sound as part of the casting can also be altered, allowing you to cast completely silently if desired.

Phantom (Smell) - *Apprentice, Concentration, Resist (Special)*
As the Sorcery spell, Intensity effects unchanged. Resistance roll is opposed vs. the Illusion roll. Max Range is equal to 2 meters times Intensity.

Enslave (Creature/Humanoid) - *Adept, Resist (Willpower)*
There are two versions of this spell, Humanoid (which affects sapients) and Creature (everything else). Undead and automatons cannot be affected.
As the Sorcery spell, but with several adjustments. Affects a maximum INT or INS equal to Intensity times 4. Range of 10 meters times Intensity. Affects a maximum number of targets equal to Intensity times 2. Passion is equal to the Illusion skill, but can be made lower at the caster's option. Targets can willingly subject themselves to the effects of the spell, making no resistance roll.

Phantom (Sight) - *Expert, Concentration, Resist (Special)*

As the Sorcery spell, Intensity effects unchanged. Resistance roll is opposed vs. the Illusion roll. Max Range is equal to 2 meters times Intensity. When this spell is cast or Combined with another spell, the image of the spell casting itself may be altered, meaning the caster may have the appearance of doing nothing at all (though the spell will still create a sound).

Phantom (Touch) - *Expert, Concentration, Resist (Special)*
As the Sorcery spell, Intensity effects unchanged. Resistance roll is opposed vs. the Illusion roll. Max Range is equal to 2 meters times Intensity.

Dominate (Creature/Humanoid) - *Master, Concentration, Resist (Willpower)*
There are two versions of this spell, Humanoid (which affects sapients) and Creature (everything else). Undead and automatons cannot be affected.
As the Sorcery spell, but with several adjustments. Affects a maximum INT or INS equal to Intensity times 4. Range of 100 meters times Intensity.

Mysticism (DEX + POW / WIL + AGI)

"At dawn's light, the rebel army was in sight of the gleaming spires of Firsthold. Friar Lylim gathered together every soldier who knew even the rudimentary secrets of Mysticism, who knew how to tap into the elementary conundrums and knots of the energies of magicka. Though few were masters of the art, their combined force was powerful to behold. A great surge of entangling power washed over the army, crackling, hissing, and infusing all with their ghostly force. When they arrived at the gates, every soldier, even the least imaginative, knew that no spell would touch him for a long time."

Mysticism deals with the manipulation of magic itself, and can augment rolls pertaining to such knowledge.

Tier	*Magicka Cost*	*Spells*

Novice	1	Mark, Sense (Object)
Apprentice	2	Castback, Neutralize Magic
Adept	3	Tap (Characteristic), Shield (Magic)
Expert	4	Animate (Substance), Spell Absorption
Master	5	Absorb Health

Mark - *Novice*
As the Sorcery spell, but maximum SIZ is equal to 6 times Intensity. The Range that the caster can place the mark is Touch, but the Range that the caster can detect the Mark is the entire same plane of existence. The Mark is clearly visible, and has no maximum duration, existing until dismissed at the casters discretion or forcibly dispelled. A caster may have as many distinct Marks out at the same time as they wish, but as normal the caster cannot recover the Magicka spent on them until they're removed.

Sense (Noun) - *Novice, Concentration*
As the Sorcery spell, but Range is 10 meters times Intensity. Many different versions of this spell exist, and after learning the first one, subsequent teachings only take 1 XP roll and 2 days. Examples of nouns that can be detected from the games are Key, Treasure, Living, and Undead.

Castback - *Apprentice, Concentration, Resist (Special)*
As the Sorcery spell, but maximum SIZ is equal to 6 times Intensity.

Neutralize Magic - *Apprentice, Concentration, Resist (Special)*
As the Sorcery spell, but maximum SIZ is equal to 6 times Intensity.

Shield (Magic) - *Adept*
The target gains a number of Magical Armor points on all locations equal to the Intensity/2, stacking with normal and natural armor. This spell can be Combined with

itself, but only for different shield types. After learning their first Shield spell (even if it's from Alteration), subsequent Shield spells only take 1 XP roll and 2 days to learn.

Tap (Characteristic) - *Adept, Resist (Special)*
As the Sorcery spell, but with several adjustments. The number of points drained from the target is equal to the Intensity times 2, and the caster gains half the total number of points. Magic Armor protects against this draining, reducing the drain by 2 points per point of Magic Armor.

Animate (Substance) - *Expert, Concentration*
As the Sorcery spell, but maximum SIZ is equal to 6 times Intensity. It has a Range of 10 meters times the Intensity of the spell.

Spell Absorption - *Expert*
This spell grants a chance to absorb incoming spells. Affects a maximum SIZ equal to 6 times Intensity. Anyone affected by this spell who makes Endurance, Evade or Willpower Checks against magic will find them 1 grade easier, and successfully making the check completely negates the spell effects, restoring Magicka equal to the casting cost of the spell.

Absorb Health - *Master, Resist (Endurance)*
Absorb Health's duration is Instant.
Absorb Health deals damage directly to an opponent using the casting roll as an attack roll, which may be resisted with Endurance. Successful hits deal damage according to the damage table in the Destruction section, but use the Damage and Neighboring Locations values as if the spell were 1 Intensity lower. Normal armor does not protect, only Magic Armor. If the resistance roll is a success, the target takes half damage to the main location and no damage is dealt to neighboring hit locations. This damage cannot cause a Major Wound; excess damage is wasted.

The caster then heals a number of Hit Points on any of their chosen locations equal to the total damage dealt, distributed however they like. This healing cannot heal Major Wounds.

Restoration (POW x 2 / WIL x 2)

“Ramke took Gyna's soaking rags and covered her with a blanket as she sat at the fire. As the numbness of the chill water began to leave her, it cruelly abandoned her to the intense agony of her leg. Until then, she had not dared to look at it. When she did, she felt vomit rise at the sight of the deep gash, fish-white dead flesh, plump and swollen. Thick arterial blood bubbled up, splashing on the floor in streams.

"Oh dear," said the old woman, returning to the fire. "That must rather sting. You're lucky that I still remember a little of the old healing spells.”

Restoration deals with the healing and fortification of the body, and as such can be used to augment First Aid and Healing checks.

Tier	***Magicka Cost***	***Spells***
Novice	1	Restore Health
Apprentice	2	Enhance (Characteristic), Sunbeam
Adept	3	Restore Fatigue, Restore Characteristic
Expert	4	Restore Magicka, Cure Disease
Master	5	Rejuvenate

Restore Health - *Novice*

Restore Health's duration is Instant.
When cast on a non-undead, non-automaton creature, this spell restores a number of Hit Points equal to its Intensity. These can be divided across multiple locations or applied to a single location as the recipient chooses. These points can only heal Minor Wounds.

If cast at Intensity 3 or higher, it also restores a single additional Hit Point on a Serious Wound. If cast at Intensity 5 or higher, it restores an additional Hit Point on a Serious Wound, for a total of 2.

Note that a wound, if sealed using Restore Health, is still considered untreated if sanitation precautions were not taken (First Aid was not used).

Enhance (Characteristic) - *Apprentice, Resist (Endurance, Willpower)*
As the Sorcery spell, but enhances Characteristics by 3 points per level of Intensity.

Sunbeam - *Apprentice, Resist (Evade)*
Sunbeam's duration is Instant.
Sunbeam deals damage directly, but only affects undead opponents. Use the casting roll as an attack roll, which may be resisted with Evade. Successful hits deal damage according to the damage table in the Destruction section, with normal armor not protecting, only Magic Armor. If the resistance roll is a success, the target takes half damage to the main location and no damage is dealt to neighboring hit locations.

Sunbeam is special in that it ignores the normal rules for Combining damage dealing spells. Other spells it is combined with will still have a reduced damage, but Sunbeam's damage is never reduced.

Restore Fatigue - *Adept*
Restore Fatigue's duration is Instant.

The recipient of this spell has their natural fatigue recovery instantly jump forwards a certain amount of time, leaving them feeling rested and refreshed. The recipient is treated as if they had rested for Intensity times 30 minutes. This time can potentially be wasted if the recipient does not restore a fatigue level and continues doing manual labor or the like.

Restore Characteristic - *Adept*
Restore Characteristics's duration is Instant.
This spell restores Characteristics damaged by poisons, diseases, or other effects. Unlike similarly named spells, you do not learn a specific spell for each Characteristic. This one spell can restore all Characteristics. Each cast heals a number of damaged Characteristic points equal to Intensity/2.

Restore Magicka - *Expert*
Restore Magicka's duration is Instant.
The recipient of this spell restores Magicka equal to Intensity/2.

Cure Disease - *Expert, Concentration*
Cure Disease's duration is 10 minutes.
Cure Disease cures any common disease affecting the target, provided the caster Concentrates for the entire duration of the spell. If the disease is a blight disease, an opposed roll of the disease's potency is made against the casting roll. If the casting roll wins the disease is removed, but if the disease potency wins then it stays. Any Characteristic damage already taken from the disease is not cured with its removal.

Rejuvenate - *Master*
Rejuvenate's duration is Special.
As the Miracle of the same name, except it restores Hit Points on the Major Wound exactly up until it is not a Major Wound and no more, leaving it a Serious Wound.

Alchemy

Alchemy in the early games was impossible for players to do. Potions could only be bought or mixed by special Mage's Guild members. So even if you had all the ingredients (rain water, iron, orc blood) for a Strength potion, you couldn't make it until you hauled your cart back to town.

Morrowind, Oblivion and Skyrim codified the current alchemy system we may be familiar with. Take some ingredients (from slain enemies or from picking plants), fire up your mortar, pestle, alembic, calcinator and retort, then blindly mix them together until you get some sort of effect. Part of this is player knowledge based, since once you know to mix Giant's Toes with Blue Butterfly Wings to make a wicked expensive potion to break the economy, any of your level 1 characters can do it. So making a useful potion you care about in Elder Scrolls alchemy looks like:

- Meticulously determine which ingredients have the effects you want
- Find a lot of those ingredients
- Buy/steal Master versions of all the alchemy equipment
- Make 30 potions and drink them all to show Vivec who's boss

The skill used for alchemy in Mythras is Craft (Alchemy). To start adapting this, lets begin with throwing out the equipment tiers. As long as you have alchemy tools, you're good to go. You need a mortar and pestle at the very least, with each additional instrument you're missing (calcinator, retort) adding 1 level of difficulty.

While these tools aren't heavy, you do have to carry some basic fuel to heat your calcinator and also package the glassware in a way so that it doesn't break. An alchemy travel kit thus costs 150 sp and weighs 4 ENC.

Brewing a Potion

Once you have your tools and some ingredients, you can begin brewing your potion. The first step is to ensure you have enough of your solvent: clean water. A normal alchemist's kit can be used to distill water if needed, but only in small amounts suitable for potion usage or personal drinking. A container is also needed, usually a flask or phial.

Ingredients are divided into the minimum units required for making a single potion, called Measures. Some ingredients need a lot or a little for there to be an appreciable alchemical effect. An entire skinned Scamp could yield 4 Measures of Scamp Skin, for example, whereas an herbalist may need to pick a dozen Snowberries for 1 Measure.

Then, ingredients can be mixed together in the solvent to produce a potion or poison. The various ingredients and their effects are listed in the sections below, but lets codify their effects first. Here's some example ingredients:

Name	***Potency***	***1st Effect***	***2nd Effect***	***3rd Effect***	***Cost***
Fire Salts	65%	*Agony*	Restore Magicka	Shield (Fire)	100
Comberry	30%	Restore Magicka	*Exhaustion*	Castback	2
Spore Pod	20%	*Hallucinations*	*Exhaustion*	Sense (Treasure)	1

All ingredients have different effects, either mimicking spell effects from the various schools or disease/poison conditions (Pg 75 Core Mythras). When two or more ingredients have the same effect, they can be mixed to create a potion with that effect. However, the effects that must be used when ingredients are combined is limited by the mixer's Craft (Alchemy) skill.

- Novice mixers must use all the ingredient effects
- Apprentice mixers can choose to not use the 1st effect of any ingredients
- Adept mixers can choose to not use the 1st and/or 2nd effect of any ingredients
- Expert mixers may freely choose which effects to include or not

The Intensity of spell effects is determined by the alchemist's Craft (Alchemy) skill exactly as if it were the spell school at the same percentage. Instantaneous effects apply as soon as the potion is imbibed, but spell effects with a normal duration last for a number of minutes equal to the critical range of the Craft (Alchemy) skill. However, ingredients also have a certain potency, expressed as a %. When mixing ingredients together, the ingredient with the highest potency determines the overall potency. Potency acts as a cap on the Craft (Alchemy) skill when making a potion or poison. The potency in the tables shows the average potency of that ingredient: old or rotted ingredients will have lower potency, while exceptional or very fresh ingredients may have a higher potency.

The brewing time is a number of hours equal to each full 1/20th of the potency of the potion. Once all of the factors of making a potion are known, a Craft (Alchemy) check is made.

- Critical Success: The potion is made successfully, with +10% potency
- Success: The potion is made successfully
- Failure: The potion is inert, the ingredients and time wasted
- Fumble: The potion is a failure and an alchemy instrument is damaged/destroyed

Ingredients by themselves only impart their first effect if imbibed directly, but the potency is 1/10 normal and numbers on spell effects always round down.

For example, an Expert alchemist with 79% skill wishes to mix together a potion using some fresh water, Fire Salts, and a Comberry. The effect that the Fire Salts and Comberry share is Restore Magicka. The highest potency between them is from the Fire Salts, with 65% potency. The alchemist's skill is Expert level, but because the maximum potency of the ingredients is 65%, the Restore Magicka effect will only be Adept level, or Intensity 3. This is alright though, since both an Intensity 3 and Intensity 4 Restore Magicka spell recover 2 Magicka. The alchemist rolls their Craft (Alchemy) and gets a 32, a normal success. After 3 hours of brewing the potion is complete and ready to be imbibed.

Using, Buying, Selling Potions

Once a potion is complete, it can be used to gain the effects of the spell within. By default this means drinking it, but alchemists can create other delivery methods (injection, eaten) if they so desire. Regardless, the time taken to use a potion is 1 Action Point. This assumes the potion is in hand: otherwise, a Ready action must also be taken, provided it is easily accessible (not at the bottom of your backpack). If another potion is used before the effects of the other expire (in the case of non-instantaneous effects), the potions combine with no problem, up to three simultaneous potions. On the fourth potion and onwards, the imbiber must make a Willpower roll opposed by the potency of the potion as their magical energies are disrupted. Success means they lose 1d6 Magicka points, failure means they lose 1d6+6.

Potion/poisons are assumed to have an ENC of 1, due to needing to be specially packaged, either in sturdier vials than glass, or being carefully wrapped if they are glass. If not packaged in this way, they'll only weigh ½ ENC, but will typically be the first thing to break in any adverse situation. Malicious foes may intentionally select Damage Weapon to target easily accessible potions, like those on a potion belt. Potions/poisons last for a number of days equal to the Craft (Alchemy) skill of the maker. Each week after this period, the potion/poison loses 2d10 potency, becoming completely useless when dropping to 0%.

Selling potions can be a lucrative business, but it is a long process. Alchemy, due to its reputation as also being a poisoner's craft, is one based on trust more so than other professions. Selling a potion to a stranger at all requires a Formidable Commerce roll, unless they are particularly desperate for what it is you're selling. This doesn't mean it's impossible; some stores may be happy to have an alchemist supplier, but they're staking their reputation on an extra service which can be rather volatile. It's a risky investment that requires most successful alchemists to already be entrenched in a community for years.

Buying potions is a little easier, but can get expensive, and a specific alchemist may be limited in their supplies. Even an alchemist living in a metropolis will likely

choose to stock the most in demand, profitable potions, or even require a special permit to sell shadier potions (Phantom (Sight) for instance) to you. Poisons are even shadier, requiring at least a Streetwise roll or specific contacts to get you in touch. Prices can vary wildly, but as a general guideline, the cost of a potion is equal to its potency times the Intensity of the spell effect in silver pieces, while the cost of a poison is equal to its potency times 5.

Poison Design

Poisons are a little more complex than mimicking spell effects, because poisons are complex in Mythras. There are no simple Damage Health or Fire Damage effects. When a poison is applied to someone, it is done with the intent to seriously worsen their life or kill them, not to get a bonus +2 damage.

The alchemy ingredients given in this document have certain disease/poison conditions as described in the core Mythras book, but they should ideally be used as guidelines, not as single effects. Historical poisons were often made by concentrating one specific substance (arsenic oxide as a byproduct of copper smelting, aconite plants, opium from poppies, etc), not by combining different ingredients. Combined poisons can get truly vile. If a player wishes to make poisons, it is recommended they also have the Lore (Toxicology) skill. Otherwise, consider keeping poison effects as nothing more than flavorful potion impurities.

There are no set rules beyond what the GM and player making a poison can come up with together. I recommend you both look up the lore of the two ingredients and work something out, using the poisons in Core and Monster Island as inspirations. For example, a poison made from Frost Salts may inflict Exhaustion followed by a Fever (Chills), ending with Paralysis (partially frozen). The onset time could be several hours with the condition similarly lasting that time. A poison using Moon Sugar may have different effects on Khajiiti as opposed to men or mer.

Regardless of the effects, the poison victim’s resistance roll against crafted poison is an opposed Endurance or Willpower roll vs. the poison’s potency.

Optional: Simplified Poisons

If you want poisons to be less impactful or interesting, but quicker to stand up, consider using these rules. A poison's method of delivery affects its onset time and duration, but it can be modified by potency. For every full % increment of potency, the times can be adjusted as follows:

Delivery Type	***Onset Time***	***Potency Adjustment***	***Max Duration***	***Potency Adjustment***
Imbibed	2d6+6 Minutes	±1 minute per 15%	1d3 days	±1 hour per 5%
Contact	2d4+6 Minutes	±1 minute per 15%	2d6+2 hours	±1 hour per 15%
Injected/Injury	2d3+6 Minutes	±1 minute per 10%	2d6+2 hours	±1 hour per 25%
Inhaled	1d3+2 Rounds	±1 Round per 30%	2d4+1 hours	±1 hour per 35%

The poison delivery type is determined at the time of brewing, as is the potency adjustment. The onset time and duration are rolled once the poison is delivered, and after the onset time, respectively.

For example, the alchemist from before decides to be fiendish, and mixes together not just the Fire Salts and Comberry, but a Spore Pod as well. This would give it the effects of both Restore Magicka and *Exhaustion*. The alchemist decides to select Imbibed as the poison delivery type, and elects to increase the onset time by its maximum amount, making it 2d6+10 minutes, and minimize the duration, making it last 1d3 days - 13 hours.

Optional: Unknown Effects

If desired, GM's can assign a secret 4th effect (picked or randomly decided) to all ingredients, in order to mimic the unpredictability of some ingredient effects from the games.

Making Your Own Ingredients

The main intent with the ingredient lists that follow is to show how exactly alchemy works across an ecosystem. These lists are meant to be expanded on and focused down at the GM's discretion, as appropriate for the specific era, region, and story you wish to tell in Tamriel. The hope is that with this solid base, a GM feels comfortable adding their own region specific ingredients that can help push the story in interesting ways and provide fun goals for players.

This can also do wonders for flavorful descriptions of a place. Anytime you come to a new region in the game, consider letting players with Lore (Herbalism) or high Locale skills note what herbs are in the area. Fields of Marshmerrow on the coast? Squat Luminous Russula's loitering outside the dungeon entrance? Does Nightshade only grow on graves? Craft a story from every leaf and branch.

Finally, keep in mind that anytime you introduce a new monster to players, be sure to create an appropriate alchemy ingredient for them as well. Try and make it on top of normal goods that can be secured from a kill. A sabre tooth cat's pelt can make fine armor or decoration, and the alchemical teeth are a fine bonus. The rewards of a hunt should be manyfold.

Fauna Ingredients

The following table is a non-exhaustive list of alchemy ingredients which come directly from animals or living creatures. This includes humanoids. The list attempts to encompass harvestable ingredients from common fauna in the games, though due to their limited scope of the regions of Morrowind, Cyrodiil and Skyrim, the ingredients here will be heavily biased to those regions.

How exactly these ingredients are harvested is generally straightforward (Daedroth Teeth can be plucked out, Rat Meat is taken simply from the juiciest parts of the rat), but if in doubt for more complex ingredients or those that require specific skill to extract (Dreugh Wax, Scamp Skin), default to Lore or Craft skills other than Craft (Alchemy). The average number of Measures of an ingredient one can harvest from an

entire dead creature is also listed for ease of calculations. The cost is per Measure, and given in silver pieces. This cost is for alchemists among alchemists, and usually represents an uncommon ingredient for the region; adjust costs as needed.

Note that some characteristics will have to be converted if using alternate characteristics.

Ingredient	***Potency***	***1st Effect***	***2nd Effect***	***3rd Effect***	***Avg. Measures***	***Cost***
Ash Salts	65%	*Contagious*	Shield (Magic)	Cure (Disease)	1	35
Alit/Guar/Kagouti Hide	30%	Sense (Animal)	Enhance (CON)	*Confusion*	3	20
Bear Claws	35%	Enhance (STR)	*Sapping*	Restore Stamina	2	10
Bee	20%	*Agony*	Restore Stamina	*Exhaustion*	1/10	2
Boar Tusk	35%	Feather	Restore Health	*Mania*	2	10
Bonemeal	40%	Shield (Fire)	*Dumbness*	Fly	4	5
Butterfly Wings	40%	Restore (CHA)	Enhance (INT)	*Hallucinations*	1/5	2
Briarheart	80%	Restore Magicka	Shield (Physical)	*Paralysis*	1	60
Chaurus Egg	55%	*Fever*	*Unconsciousness*	Phantom (Sight)	1	5
Chicken Egg	20%	Shield (Magic)	*Exhaustion*	Abjure (Breath)	1	1/12
Clannfear Claws	60%	*Paralysis*	*Maiming*	Cure Disease	2	25
Daedra Heart	105%	*Sapping*	Restore Magicka	Restore Health	1	500
Daedroth Teeth	90%	Haste	Phantom (Taste)	Light	2	65
Dreugh Wax	80%	Abjure (Breath)	Enhance (STR)	*Deafness*	1	100
Dwemer Oil	55%	Phantom (Smell)	*Mania*	Enhance (POW)	Varies	20

Ectoplasm	65%	*Hallucinations*	Enhance (POW)	Sense (Animal)	1	50
Falmer Ear	70%	*Deafness*	*Asphyxiation*	Phantom (Sound)	2	10
Fire Salts	65%	*Agony*	Restore Magicka	Shield (Fire)	1	100
Frost Salts	80%	*Exhaustion*	Restore Magicka	Shield (Frost)	1	130
Giant's Toe	85%	Feather	Enhance (CON)	*Confusion*	2	40
Glow Dust	55%	Castback	Shield (Shock)	*Sapping*	1	40
Hagraven Claws	60%	Shield (Magic)	Phantom (Touch)	Enhance (CHA)	2	20
Hound Meat	30%	Restore (CON)	Castback	Sense (Magic)	5	1
Human Flesh	55%	*Contagious*	*Fever*	Enhance (DEX)	5	-
Hunger Tongue	85%	Restore Magicka	Cure Disease	Phantom (Taste)	1	75
Ice Wraith Teeth	60%	Phantom (Sight)	Shield (Physical)	Shield (Frost)	4	10
Imp Gall	40%	Enhance (CHA)	Haste	*Nausea*	1	15
Kwama Cuttle	35%	*Exhaustion*	Phantom (Touch)	Abjure (Breath)	1	3
Kwama Egg	30%	Restore Fatigue	*Paralysis*	Shield (Frost)	1	1
Minotaur Horn	70%	Restore (POW)	*Blindness*	Enhance (CON)	2	55
Mudcrab Chitin	30%	Restore Stamina	Restore (DEX)	Restore (CON)	3	1
Netch Jelly	60%	*Paralysis*	*Asphyxiation*	Feather	5	20
Nordic Barnacle	40%	Restore (DEX)	Abjure (Breath)	*Sapping*	1	4
Ogre Teeth	70%	*Dumbness*	Phantom (Taste)	Enhance (STR)	4	15
Powdered Ivory	85%	*Mania*	Shield (Fire)	Restore (STR)	10	10

Racer Plume	55%	Fly	*Bleeding*	Restore (DEX)	1	20
Rat Meat	20%	*Nausea*	Sense (Humanoid)	*Dumbness*	1/2	-
Sabre Cat Tooth	60%	Phantom (Touch)	Shield (Physical)	Restore (INT)	2	4
Scamp Skin	45%	Restore (STR)	Phantom (Smell)	Shield (Shock)	4	2
Scrib Jelly	30%	Restore Health	Restore (POW)	Enhance (POW)	1	10
Slaughterfish Scales	35%	Sculpt (Water)	Abjure (Breath)	*Fever*	1	3
Spriggan Sap	60%	Enhance (INT)	Restore (INT)	Restore Magicka	1	30
Torchbug	20%	Restore Fatigue	Restore (CON)	*Exhaustion*	1/10	1
Serpent Blood	???%	*Fever*	*Agony*	*Asphyxiation*	6	-
Shalk Resin	45%	*Deafness*	Haste	Enhance (INT)	1/3	40
Sload Soap	60%	Phantom (Smell)	Restore (DEX)	Shield (Fire)	1	30
Troll Fat	70%	*Mania*	*Maiming*	Enhance (SIZ)	1	25
Vampire Dust	90%	Phantom (Sight)	*Death*	Spell Absorption	1	200
Void Salts	105%	*Sapping*	Restore Magicka	Shield (Shock)	1	150

Flora Ingredients

The following table is a non-exhaustive list of plant-based alchemy ingredients. The plants listed here are split into three lists: those found in Morrowind, Cyrodiil and Skyrim. Ingredients can of course be repeated across them, but for brevity's sake the earlier games will take precedence in having the plant in their lists. Note that not all spell effects will be available if you restrict yourself to one region.

Harvesting plants is generally easier than harvesting creature bits and no special skills are needed once identified, though Lore (Herbalism) is useful for knowing where

exactly a particular ingredient grows. The amount of each plant that makes up 1 Measure is listed for easing bookkeeping. The cost is per Measure, and given in silver pieces. This cost is for alchemists among alchemists, and usually represents a rare ingredient for the region; adjust costs as needed.

Morrowind Plants

Ingredient	***Potency***	***1st Effect***	***2nd Effect***	***3rd Effect***	***Measure Amount***	***Cost***
Ampoule Pod	20%	*Bleeding*	Sense (Animal)	*Confusion*	3 pods	1
Ash Yam	10%	Enhance (STR)	Enhance (INT)	Sense (Treasure)	1 yam	-
Bittergreen Petals	25%	Restore (INT)	Phantom (Sight)	*Sapping*	5 flowers	2
Black Anther	20%	*Deafness*	Light	Shield (Fire)	3 flowers	1
Black Lichen	30%	Shield (Frost)	*Unconsciousness*	*Maiming*	1 fist	2
Bungler's Bane	25%	*Fever*	*Exhaustion*	Neutralize Magic	1 long shelf	1
Chokeweed	20%	Restore Fatigue	*Sapping*	*Mania*	2 weeds	1
Coda Flower	55%	Fly	*Confusion*	*Maiming*	1 flower	15
Comberry	30%	Restore Magicka	*Exhaustion*	Castback	10 berries	2
Corkbulb Root	40%	Restore Health	Shield (Shock)	Enhance (SIZ)	2 roots	4
Fire Petal	60%	Shield (Fire)	*Paralysis*	Spell Absorption	5 flowers	25
Gold Kanet	55%	Feather	*Blindness*	Restore (STR)	1 sprig	5
Green Lichen	45%	Enhance (CHA)	*Contagious*	*Nausea*	½ fist	5
Hackle-Lo Leaf	65%	Abjure (Breath)	*Paralysis*	Restore Fatigue	3 broad leaves	20
Heather	25%	Restore (CHA)	Feather	*Deafness*	1 sprig	1

Hypha Facia	35%	Sense (Magic)	*Unconsciousness*	*Fever*	1 shelf	1
Kresh Fiber	20%	*Exhaustion*	Enhance (INT)	*Sapping*	1 weed	1
Luminous Russula	45%	*Asphyxiation*	Abjure (Breath)	*Death*	4 caps	8
Marshmerrow	30%	Restore Health	Sense (Magic)	*Sapping*	1 fistful leaves	1
Moon Sugar	105%	Haste	Neutralize Magic	*Confusion*	½ gram	75
Muck	25%	*Dumbness*	Sense (Treasure)	Enhance (CON)	1 jar	1
Red Lichen	80%	*Exhaustion*	Light	Restore (CON)	1 fist	25
Roobrush	30%	Restore (INT)	Enhance (DEX)	*Maiming*	1 branch	2
Saltrice	20%	Restore Fatigue	Enhance (POW)	Restore Health	1 large handful	1
Scathecraw	35%	*Exhaustion*	Restore (POW)	*Bleeding*	1 broad leaf	2
Spore Pod	20%	*Hallucinations*	*Exhaustion*	Sense (Treasure)	1 pod	1
Stoneflower Petals	25%	Restore (STR)	*Blindness*	Enhance (POW)	3 flowers	1
Trama Root	30%	*Blindness*	Restore (INT)	Fly	3	1
Violet Coprinus	40%	Sculpt (Water)	*Death*	Abjure (Breath)	½ cap	1
Wickwheat	30%	Restore Health	Enhance (POW)	*Paralysis*	1	1
Willow Anther	70%	Shield (Frost)	Shield (Physical)	*Mania*	3 anthers	25

Cyrodilic Plants

Plants with * indicate they are native to the Deadlands, the Oblivion realm of Mehrunes Dagon

Ingredient	***Potency***	***1st Effect***	***2nd Effect***	***3rd Effect***	***Measure Amount***	***Cost***

Alkanet Flower	25%	*Bleeding*	Sense (Animal)	*Confusion*	3 pods	1
Aloe Vera Leaves	30%	Restore Fatigue	Restore Health	Phantom (Sight)	1 long leaf	1
Arrowroot	25%	Restore (DEX)	*Nausea*	Enhance (STR)	1 root	2
Bergamot Seeds	30%	Neutralize Magic	*Sapping*	Phantom (Sound)	5 flowers worth	3
Blackberry	30%	Shield (Frost)	Restore Fatigue	Restore (CON)	1 handful	2
Bloodgrass*	75%	Phantom (Sight)	*Bleeding*	Enhance (CON)	3 long blades	35
Bog Beacon Cap	35%	Restore Magicka	Shield (Physical)	*Mania*	1 cap	2
Bread (Wheat)	15%	Restore Fatigue	Sense (Animal)	Restore (CHA)	1 flower	15
Cairn Bolete Cap	40%	Restore Health	*Confusion*	*Hallucinations*	1 cap	2
Carrot	25%	Light	Restore Fatigue	Restore (INT)	3 roots	1
Cheese	10-55%	*Exhaustion*	Restore Fatigue	Enhance (POW)	1 wheel	2-25
Cinnabar Red Cap	60%	Restore (DEX)	Shield (Physical)	*Maiming*	1 cap	7
Cinnabar Yellow Cap	60%	Restore (CON)	*Contagious*	Castback	1 cap	7
Clouded Funnel Cap	35%	Restore (INT)	Enhance (INT)	*Dumbness*	1 cap	1
Columbine Pulp	25%	Restore (CHA)	Shield (Frost)	Phantom (Touch)	2 large roots	1
Corn	20%	Restore Fatigue	Restore (INT)	Shield (Shock)	1 ear	1
Dragon’s Tongue	65%	Shield (Fire)	*Agony*	Restore Health	1 flower	10
Dryad Saddle Cap	70%	Enhance (SIZ)	*Asphyxiation*	Shield (Frost)	1 cap	15
Elf Cup Cap	55%	*Deafness*	Cure Disease	Enhance (STR)	1 cap	7
Emetic Russula Cap	45%	Restore (STR)	*Mania*	Shield (Physical)	1 cap	5

Fennel Seeds	35%	Restore Fatigue	*Dumbness*	*Paralysis*	1 jar of seeds	3
Flax Seeds	30%	Feather	Restore Magicka	*Nausea*	1 handful of seeds	1
Fly Amanita Cap	30%	Restore (DEX)	Restore Health	*Maiming*	1 cap	1
Foxglove Nectar	40%	Enhance (CON)	Sense (Gems)	Cure Disease	8 flower's worth	4
Garlic	35%	Enhance (STR)	Shield (Frost)	Phantom (Smell)	1 head	1
Ginseng	45%	Restore (CON)	Feather	Enhance (POW)	1 root	3
Grapes	30%	Neutralize Magic	Sculpt (Water)	Restore Fatigue	1 bunch	1
Green Stain	60%	Restore (STR)	Enhance (SIZ)	Restore Health	1 shelf	10
Harrada*	80%	Phantom (Sound)	*Death*	*Paralysis*	4 long roots	40
Lady's Smock	25%	Phantom (Taste)	*Exhaustion*	Shield (Fire)	1 handful leaves	1
Lavender Sprig	30%	Shield (Magic)	Restore Health	*Sapping*	1 sprig	1
Leek	20%	Restore Fatigue	Restore (DEX)	*Confusion*	4 roots	1
Mandrake Root	55%	Cure Disease	*Asphyxiation*	Enhance (CHA)	1 root	40
Milk Thistle Seeds	20%	Light	Shield (Shock)	*Paralysis*	1 handful	1
Monkshood Pulp	30%	Restore (STR)	Enhance (CON)	*Exhaustion*	2 root's worth	2
Motherwort Sprig	20%	Phantom (Sight)	*Dumbness*	*Deafness*	1 sprig	1
Nightshade	85%	*Unconsciousness*	*Death*	Enhance (POW)	1 entire plant	55
Peony Seeds	25%	*Blindness*	Restore (STR)	Restore Fatigue	½ handful	1
Primrose Leaves	45%	Restore (POW)	Restore (CHA)	*Paralysis*	2 handfuls	5
Redwort Flower	30%	Shield (Shock)	Phantom (Taste)	Phantom (Smell)	3 flowers	2

Sacred Lotus Seeds	40%	Shield (Frost)	Feather	Neutralize Magic	1 handful seeds	4
Somnalius Frond	70%	Sense (Magic)	*Unconsciousness*	Phantom (Sound)	5 fronds	15
Spiddal Stick*	80%	*Agony*	*Fever*	Restore Fatigue	1 stick	35
Steel-Blue Entomola	30%	Restore Magicka	Shield (Frost)	*Exhaustion*	1 cap	1
Stinkhorn Cap	45%	*Maiming*	Restore Magicka	Phantom (Sight)	3 caps	3
Tiger Lily Nectar	35%	Restore (CON)	*Agony*	Sculpt (Water)	5 flower's worth	3
Tobacco	35%	Restore Fatigue	Neutralize Magic	*Asphyxiation*	1 handful leaves	2
Viper Bugloss	25%	*Bleeding*	*Fever*	Light	1 handful leaves	1
Water Hyacinth	40%	*Exhaustion*	Restore Magicka	Enhance (INT)	8 flower's nectar	3
White Seed Pod	55%	*Dumbness*	Light	Abjure (Breath)	3 pods	7
Wisp Stalk Cap	30%	*Blindness*	*Mania*	Enhance (DEX)	12 caps	1
Wormwood Leaves	45%	Enhance (CON)	*Agony*	Phantom (Touch)	1 handful leaves	5

Skyrim Plants

Ingredient	***Potency***	***1st Effect***	***2nd Effect***	***3rd Effect***	***Measure Amount***	***Cost***
Bleeding Crown	40%	*Bleeding*	Sense (Animal)	Shield (Magic)	3 caps	5
Blisterwort	30%	*Mania*	Restore Health	Enhance (INT)	1 cap	1
Canis Root	45%	*Exhaustion*	Enhance (DEX)	*Paralysis*	1 root	5
Creep Cluster	35%	Restore Magicka	*Fever*	Enhance (STR)	2 clusters	3
Elves Ear	30%	Restore Magicka	Phantom (Sound)	Shield (Fire)	1 handful leaves	2

Frost Mirriam	25%	Shield (Frost)	Phantom (Sound)	*Sapping*	2 sprigs	1
Giant Lichen	55%	*Maiming*	*Fever*	Enhance (POW)	2 handfuls	10
Glowing Mushroom	45%	Shield (Shock)	Enhance (INT)	Enhance (CON)	1 cap	5
Grass Pod	40%	*Sapping*	Restore Magicka	Restore (INT)	3 pods	2
Hanging Moss	35%	*Sapping*	Restore (CON)	Restore (DEX)	1 strip	1
Imp Stool	15%	*Agony*	*Paralysis*	Restore Health	4 entire mushrooms	1
Juniper Berries	30%	Restore (STR)	*Exhaustion*	Enhance (CON)	1 handful	2
Mora Tapinella	55%	Restore (POW)	Restore Magicka	Phantom (Taste)	3 caps	6
Mountain Flowers:						
Blue	20%	Restore Health	Enhance (STR)	*Sapping*	2 handfuls	1
Purple	20%	Restore Stamina	Enhance (CON)	*Agony*	2 handfuls	1
Red	20%	Restore Magicka	Enhance (POW)	*Exhaustion*	2 handfuls	1
Namira’s Rot	35%	*Maiming*	Restore (CHA)	*Mania*	1 cap	1
Nirnroot	105%	*Maiming*	Phantom (Sight)	Shield (Magic)	1 entire plant	100
Snowberries	30%	Shield (Frost)	Shield (Fire)	Shield (Shock)	1 dozen	2
Swamp Fungal Pod	45%	Shield (Shock)	*Paralysis*	*Unconsciousness*	1 pod	3
Thistle Branch	70%	*Exhaustion*	Shield (Frost)	Shield (Physical)	1 cap	15
Tundra Cotton	35%	Shield(Magic)	Enhance (STR)	Enhance (CHA)	3 stalks	1
White Cap	25%	Sense (Animal)	*Blindness*	Restore Magicka	1 cap	1

Diseases

Diseases in the Elder Scrolls games are typically little more than a source of Characteristic damage or brief % based debuff. Diseases in Mythras are more fully fleshed, with stages and specific cures. An attempt is made to blend the two, with diseases being just as horrible as in Mythras but with the baseline assumption that they chiefly cause Characteristic damage.

There are two forms of disease: common and blight. Common diseases are usually minor, though they can still be deadly if not treated. Blight diseases are invariably horrible, and are so potent that even magical cures only have a chance of working. Try and make an effort to include common diseases when you can, especially if taking a wound from a wild animal. Blight diseases are usually notably visible, and infected creatures leave telltale signs. GM's should keep in mind the *Three Strikes* Peterson Rule for introducing blighted creatures.

Assume any wounds that go untreated (no First Aid) at the first opportunity are subject to a potential infection. The Restore Health spell does not prevent a potential infection. An incomplete list of diseases is given below.

Common Diseases

Disease	***Potency***	***Typical Source***	***Onset Time***	***Duration***	***Damages***
Ataxia	50%	Injury, vermin	1d6 days	2d3 months	STR, DEX
Blood Lung	40%	Infected water	1d4 days	1d2 weeks	CON
Brown Rot	45%	Undead	1d6+2 days	2d4 weeks	INT, CHA
Chills	55%	Undead	2d4 weeks	1d4 months	DEX, INT, POW
Collywobbles	40%	Infected insectoids	1d2+1 days	1d2+2 weeks	STR, CON, DEX
Droops	45%	Infected kwama	1d4 weeks	1d6+3 days	STR

Helljoint	60%	Infected livestock	1d2 weeks	2d3-1 months	DEX
Rattles	45%	Infected animals	1d2 weeks	1d3 months	DEX, POW
Swamp Fever	40%	Infected water	1d2 days	1d6+1 days	STR, CHA
Witbane	45%	Vermin	1d6 days	1d4 weeks	INT, POW

Ataxia

Ataxia is a common but rather mild disease among those who spend time doing hard labor outdoors. Rare cases can cause the bones to begin breaking though. Ataxia dwells in the dirt, meaning it can be contracted from simple infection of nearly any wound, but is particularly likely to be found on the blades or spikes of old traps or weapons. It is also mostly transmitted through dirty creatures like skeevers or simple vermin.

After the onset time, Ataxia immediately damages the victim's DEX/AGI by 1d2 points, as their joints seem to be slightly more stiff. Thereafter, every month, the victim's DEX/AGI and STR decrease by 1d2, their muscles becoming perpetually sore and painful to the touch. Most people recover from the disease or seek treatment before it naturally reaches its end, but a few unlucky folks may find it too painful to even walk and those living alone may die of dehydration if unable to leave their beds. If either DEX/AGI or STR reaches 0 before the disease's conclusion the victim's bones begin to break, causing them to 1d2 points of CON/END damage every day. After the disease runs its course, lost Characteristics return at a rate of 1 per week.

Application: Injury *Potency: 50%* *Resistance: Endurance*

Onset Time: 1d6 days *Duration: 2d3 months*

Conditions: 1d2 DEX/AGI damage after onset, followed by 1d2 DEX/AGI and STR damage every month

Antidote/Cure: Can be cured by the Healing skill before the onset time, but

afterwards, Healing checks only prevent the DEX/AGI and STR damage that month.

Blood Lung

A foul disease that dwells in diseased water, it is a common sight to see wretches by the wharf hocking up bloody phlegm onto the street. It is normally found in the sewers or runoff in towns near water, but occasional outbreaks have been found in drinking water. If a victim begins drowning (water in the lungs) in such water, the disease's potency roll is Easy to infect them.

After the onset time, the victim begins to find it difficult to breathe, and physical activities are more exhausting. They immediately take 1d4 CON/END damage and any rolls that are done to prevent gaining fatigue are 1 grade harder. Each time they gain a fatigue level, it is accompanied by a bloody coughing fit that lasts 1d4 minutes, during which they are wracked with severe pain (Agony for the duration).

Every week thereafter the victim takes an additional 1d4 CON/END damage, potentially dying if they reach 0. The lost CON/END points cannot be recovered except by magic.

Application: Contact *Potency: 40%* *Resistance: Endurance*

Onset Time: 1d4 days *Duration: 1d2 weeks*

Conditions: 1d2 CON/END damage after onset, fatigue rolls are 1 grade harder. Gaining fatigue causes Agony for 1d4 minutes.

Antidote/Cure: Can be cured by the Healing skill at any point, requiring two uses of a Healing kit (prohibitively expensive for most), but the characteristic damage stays.

Brown Rot

A form of flesh hungry fungus spread by the undead. It can also be contracted by contact with tomb mold spores on an open wound. Typically dwells near other mushrooms, especially alchemically valuable ones. The infection begins at the site of contact; if unsure where that should be, roll for a random hit location. It mercifully avoids spreading to other locations.

After the onset time, the victim loses 1d3 INT points as their mind begins to grow addled and confused. The hit location that was infected begins to develop a painless brown crust; unsightly, but initially harmless. After one week, 1d2 points of INT and CHA/PER are lost, and the victim becomes Confused. The second week causes another 1d2 points of Characteristic loss and Maiming of the infected location, permanently losing 1 hit point. The victim also begins suffering from horrible insomnia, gradually accruing levels of fatigue until they reach Comatose. Each week after the 2nd causes another 1d2 points of INT and CHA/PER loss and another permanent loss of 1 hit point on the infected location. Reaching 0 INT means the victim's brain forgets how to breathe and they die.

After the disease has run its course, CHA/PER points return at a rate of 1 per week, but the INT can only be restored with magic.

Application: Injury *Potency: 45%* *Resistance: Endurance*

Onset Time: 1d6+2 days *Duration: 2d4 weeks*

Conditions: 1d3 INT damage after onset. 1d2 INT and CHA/PER damage with Confusion per week after, along with Maiming the affected location.

Antidote/Cure: Can be cured by the Healing skill during the onset time and before the second week (before becoming Confused). Otherwise, Healing can only prevent the Maiming and INT loss as the disease must run its course.

Chills

A dangerous disease carried by the undead, transmitted through not just injury but also any animals who have partaken of undead flesh. Chills has a long incubation time, often long enough to have the victim forget about the initial injury. After this period though, the victim is grasped with horrible icy chills, as they begin freezing: they take 1 point of Frost damage to all locations. This damage is little trouble if it causes minor wounds, but can be deadly on slower healing wounds. During this time the victim is also affected by a fiery Fever. At this point the victim takes 1d2 points of DEX/AGI and 1d2 INT damage as their coordination suffers.

The disease then begins a cycle of the feeling of terrible cold and high Fever for a week, followed by a week of seeming normalcy. Each week that the freezing and Fever comes back again deals an extra 1d2 points of damage to DEX/AGI and 1d2 to INT and another 1 Frost damage to all locations, but each week where it is gone saps the Magicka capacity from the victim, dealing 1d4 points to POW/WIL.

If the victim has any of their Characteristics reach 0 due to this damage, their Fever stops, causing them to begin taking 1d4 points of Frost damage to all locations every hour thereafter until they are completely frozen.

Application: Injury *Potency: 55%* *Resistance: Endurance*

Onset Time: 2d4 weeks *Duration: 1d4 months*

Conditions: Cycles between Frost damage to limbs with high Fever accompanied with 1d2 DEX/AGI and INT damage, and normal weeks with 1d4 POW/WIL damage.

Antidote/Cure: Can be cured by the Healing skill before the onset time only. After this only magic can work.

Collywobbles

Collywobbles is typically transmitted by shalks, though any insectoid creature has

a chance of carrying it. It is only a mild annoyance to such creatures, but a serious detriment to those with bone and muscle based mobility. After the rapid onset time is finished, the victim begins immediately suffering from prolonged Exhaustion, and takes 1d4 points of DEX/SPD, 1d3 points of CON/END, and 1d2 points of STR damage.

General movement becomes difficult, causing any DEX/SPD based skills to take a 1 grade penalty in difficulty (on top of the Exhaustion penalty). Normally, each week after this, the Characteristic damage is repeated again, but it can be partially mitigated. Repetitive back and forth movement (the wobbles) begins to feel strangely pleasurable as the inner ear of the victim swells slightly. Each week the victim can choose to wobble, and if they do so then instead of taking the normal Characteristic damage, they roll 1d6 and distribute the points as damage however they please amongst STR, DEX/SPD and CON/END. If they do this though, they also suffer Deafness for the duration of the disease.

Lost Characteristics come back at a rate of 1 per week.

Application: Injury *Potency: 40%* *Resistance: Endurance*

Onset Time: 1d2+1 days *Duration: 1d2+2 weeks*

Conditions: Exhaustion and STR, DEX/SPD and CON/END damage, along with difficulties moving. Mitigate damage by wobbling, which can impose Deafness.

Antidote/Cure: Can be cured by the Healing skill at any time, though the Exhaustion (and possible Deafness) will persist for 1d3 days after.

Droops

Droops is a ubiquitous disease amongst kwama miners, so much so that it is seen as a right of passage. It is carried by nearly all kwama at all life stages, meaning minor untreated scrapes and injuries in fights with even a forager or scrib can be worthy of attention. Worse yet, staying more than an hour in a kwama mine carries risks of exposure, as the very air that kwama breathe out is tainted.

The disease begins slowly, but is usually characterized by individuals having sudden trouble carrying more than they used to or becoming fatigued more quickly. 1d3 STR damage is immediately taken after the onset time, and the victim finds all STR based skills to be 1 grade more difficult to perform. At this point, the victim will rapidly begin wasting away, their muscle tissue visibly drooping on their body as it becomes tender, flaccid, and distressingly spongy. Luckily, this only applies to the muscles primarily used for locomotion, meaning the victim's lungs and heart are largely unaffected.

They will lose 1d3 points of STR every day until the end of the disease. If the victim spends all day working very hard, either doing explicit strength training exercises or otherwise using STR based skills, the STR damage that day is reduced by 1. Being reduced to 0 STR causes the victim to collapse, completely immobile, and they must be cared for until the end of the disease or risk dying of dehydration (kwama mine workers will always take care of one of their own).

Lost STR points return at a rate of 1 per week. Once this disease has been caught, it cannot be caught again from the same kwama hive.

Application: Injury, Inhalation *Potency: 45%* *Resistance: Endurance*

Onset Time: 1d4 weeks *Duration: 1d6+3 days*

Conditions: STR based skills 1 grade harder to perform, 1d3 STR damage per day.

Antidote/Cure: Can be cured by the Healing skill at any time, though curing it early will make the other kwama mine workers look down on you.

Helljoint

Helljoint is transmitted through animal saliva, meaning it can be caught from wild animal bites, though most people catch it from the mundane farm work of interacting with their animal's feed. Thus it is mostly common among horses, guar, cows and other

livestock. It is a subtle disease, usually not detectable until later stages.

After the onset time, the victim takes 1d2 points of DEX/AGI damage as they experience minor joint stiffness and small difficulties with flexibility. Every three weeks after, they take an additional 1d2 points of DEX/AGI damage. If their DEX/AGI goes below half of its original value, the victim's joints become painfully tender, with any movement more rigorous than a slow shuffling walk causing bouts of Agony that last 1d10 minutes.

The Characteristic damage is special in that it cannot be restored while the disease is in progress, it must be cured first. Once cured, DEX/AGI points recover naturally at a rate of 1 per month.

Application: Contact, Injury *Potency: 60%* *Resistance: Endurance*

Onset Time: 1d4 weeks *Duration: 2d3-1 months*

Conditions: 1d2 DEX/AGI points of damage initially and every three weeks. Dropping below half DEX/AGI causes Agony for 1d10 minutes if doing normal movement. DEX/AGI cannot be healed while disease is in progress.

Antidote/Cure: Can be cured by the Healing skill at any time before Agony sets in. Afterwards, the only way to cure it is to bathe in cold water until hypothermia sets in, then follow up with laborious joint massages on all major joints until warm again. This allows the victim to make another Endurance roll against the disease. This can be repeated as many times as required, but it is a dangerous and exhausting process.

Rattles

Named for the involuntary shaking and "rattling" that the victim hears in their head while they have this disease, Rattles is commonly caught from household pets or consuming improperly cooked game meat. After the onset time, the victim immediately takes 1d2 points of DEX/AGI and 1d2 points of POW/WIL damage. After one week, the

victim becomes Exhausted, and the Characteristic damage is taken again each two weeks after that.

This Characteristic damage cannot bring the victim below their minimum Characteristic score. However, if they reach that stage, the shaking becomes bad enough to tear fascia and bounce the organs violently against each other. This manifests as internal Bleeding, causing the victim to take a level of fatigue from blood loss every day. This lost fatigue from blood loss can only be recovered if the victim is fully physically restrained, unable to shake.

If the victim survives, their lost Characteristic points recover at a rate of 1 point per week.

Application: Injury, Imbibe *Potency: 45%* *Resistance: Endurance*

Onset Time: 1d2 weeks *Duration: 1d3 months*

Conditions: 1d2 points of DEX/AGI and 1d2 points of POW/WIL damage initially and every week thereafter. Dropping to the minimum of either Characteristic causes the victim to begin internally Bleeding, losing a level every day until dead (unless restrained).

Antidote/Cure: Can be cured by the Healing skill at any time.

Swamp Fever

Swamp fever is commonly thought to be caused by spending too much time in dirty waters, but it can also be transmitted through the biting insects who dwell around such water. 1d4 points of CHA/PER damage are taken immediately after the onset time as the victim's inhibitions on social behavior melt away, accompanied by a foul odor. Victim's run a high Fever, giving them the normal penalties, though they insist that they feel nothing wrong.

The victim will continue to take 1d2 points of STR and 1d2 points of CHA/PER

damage per day, suffering from Hallucinations from the 3rd day onwards of gut-bustingly funny scenes, making them very loud and unpleasant to be around. Lost Characteristic points recover at a rate of 1 per day once the disease is over.

Application: Contact, Insects *Potency: 40%* *Resistance: Endurance*

Onset Time: 1d2 days *Duration: 1d6+1 days*

Conditions: A sudden, painless high Fever. 1d4 points of CHA/PER damage initially and 1d2 points of STR and CHA/PER damage every day thereafter. Hallucinations of funny scenes from the 3rd day on.

Antidote/Cure: Can only be cured by the complete expulsion of both ends of the digestive system, easily done with the Healing skill. The victim will find this hilarious.

Witbane

Spread by vermin, pest insects, and other witless creatures, Witbane is an unusual disease in that its effects can be ignored by those with strong wills. This doesn't usually work out well given that the disease itself dulls the will. Mere contact with vermin droppings, nests, and dirty insects can be enough to bring this disease on.

After the onset time, the victim immediately takes 2d4 points of INT damage. The victim then begins taking 1d2 points of POW/WIL damage per day until it reaches 0, after which they begin taking 1d2 points of damage each day to INT. If the victim has their INT reduced to 6 or below from any INT damage, their INT becomes INS for the duration of the disease and they cease taking damage.

Besides the Characteristic damage, there are no other ill effects. It is common for sufferer's of this disease to suddenly wake up one day in a strange place, penniless and whirling in rags. Lost Characteristic points recover at a rate of 1 per hour after the disease is done.

Application: Contact *Potency: 45%* *Resistance: Willpower*

Onset Time: 1d6 days *Duration: 1d4 weeks*

Conditions: 1d2 points of DEX/AGI and 1d2 points of POW/WIL damage initially and every week thereafter. Dropping to the minimum of either Characteristic causes the victim to begin internally Bleeding, losing a level every day until dead (unless restrained).

Antidote/Cure: Each day spent doing intense academic or creative activities such as reading philosophy, creating a new spell, or composing a musical piece allow another Willpower check against the disease. A successful Healing check makes the Willpower roll Easy. The victim cannot perform these tasks if they have INS instead of INT. Past that point, the disease must run its course.

Blight Diseases

Disease	***Potency***	***Source***	***Onset Time***	***Duration***
Ash Chancre	70%	Blighted creatures	2d12 hours	1d4+2 days
Astral Vapor	80%	Undead	Special	Until cured
Black Heart	70%	Blighted creatures	1d2 days	1d2+1 weeks
Chanthrax	90%	Blighted creatures	1d6+2 days	1d4+2 weeks
Red Death	85%	Peryite	1d10+10 minutes	1d2 half hours
Wizard Cough	55%	Blighted creatures	1d4 days	1d3+1 weeks

Ash Chancre

Ash Chancre is an unsightly disease spread by skin contact, characterized by a

multitude of skin ulcers and chancres which eventually shred across most of the skin, leaving streaks of ashy scabs. The disease is horrifically painful, and while the open sores it causes do not cause a danger of bleeding out by themselves, it is known that some victims maddeningly mutilate themselves into severe blood loss to relieve the itching, though this rarely kills them.

The disease spreads fast, starting as an ashen discoloration of the skin at the infection site and rapidly spreading under the skin in long veins. Once the onset time is up, the veins gradually split open, spilling out encrusted, ashy skin, similar to small pebbles or stones. This begins a constant Agony which persists until the disease has completely run its course. After one day Mania begins as the need to scratch the pebbly skin off outweighs the desire to stay in one piece. Each day thereafter reduces the victim's CHA/PER by 1d3 points as the skin is scarred, but increase this to 1d3+2 if the victim is not physically restrained, as their mind pours out desires for acid, sharp objects and other extreme forms of mutilation to abate the itch. The lost CHA/PER points cannot be recovered except by magic. Unrestrained victims also subject themselves to Exhaustion, one level per day they spend unrestrained as they lose blood. They cannot recover these fatigue levels until the disease is over.

Those who recover from this disease often spend years recovering from the social stigma, owing to a false belief that this can only be caught from copulating with wild animals. Even if magic has cured the scars they suffered, wounds from society take longer to heal.

Application: Contact *Potency: 70%* *Resistance: Endurance*

Onset Time: 2d12 hours *Duration: 1d4+2 days*

Conditions: Agony after onset time, followed by Mania one day after. Each full day that passes reduces CHA/PER by 1d3. If unrestrained, CHA/PER damage is 1d3+2 instead and the victim gains a level of Exhaustion every day.

Antidote/Cure: Can be cured by the Healing skill only during the onset time.

Astral Vapor

Astral vapor is a disease caused by a malignant spirit, parasitically attaching itself to the victim's Magicka and slowly drinking itself fat. Once fully grown, it begins to devour the source: the will itself. It lingers inside very old undead, those long forgotten in deep tombs. It no longer is satisfied with dead flesh, and desires living sources of Magicka.

When a potential Magicka source gets within 5 meters of the astral vapor, usually riding inside an old undead, it wafts over, appearing as a barely perceivable (Formidable Perception check) light bluish-grey mist. It travels slowly, but if not moved away from at the first opportunity it will invisibly envelope itself around the first source of Magicka it comes across. This is usually the mind of the closest sapient creature, but clever adventurers can trick an astral vapor by carrying an enchanted item out in front of them, causing it to mistakenly infect the soul trapped inside the item instead.

Once attached, the astral vapors will attempt to infect the victim. It does this at night when the victim is sleeping, requiring a Willpower roll. Enchanted items get no save. If the Willpower roll is successful, the astral vapors will keep attempting exactly once every night until it succeeds. Once infected, the astral vapors will drain excess Magicka from the victim/item. This takes the form of 1 Magicka point per day, and tries to be covert about it (only eating when the victim is at full Magicka, or right when they regenerate). If the astral vapors are starved for 3 days (either from keeping at 0 Magicka through spellcasting or having infected an empty enchanted item), the spirit dies and the victim is cured.

If, however, the spirit is able to eat a total of 2d6 Magicka points, it evolves and begins devouring the POW/WIL of the victim. It cannot be starved at this point. Each day, it eats 3 Magicka points and 1d2 POW/WIL points. The lost points cannot be recovered except by magic. If this damage brings the victim to 0 POW/WIL, they die, and the astral vapors automatically possess the corpse, seeking out some damp, dark place where the vapors can slowly reproduce, preferably a tomb or forgotten crypt.

Application: Proximity *Potency: 80%* *Resistance: Willpower*

Onset Time: Special *Duration: Until cured*

Conditions: Magicka drain, then once full of 2d6 Magicka, followed by 1d2 POW/WIL damage per day until Death.

Antidote/Cure: Starved before evolution. If already evolved, the vapors can be overloaded by having the victim swallow soul gems until they reach 15 POW/INT worth of souls within 1 hour, killing it.

Black Heart

The black blood of the carriers of this disease is easy to spot, but easier to smell, an unmistakable greasy musk, almost pleasant. Even touching tiny droplets or a spray of blood from a carrier is enough to cause a potential infection as it is rapidly absorbed through the skin. Once the onset time is up, the victim immediately begins suffering acute pain in all the veins in the body. Treat this as Agony, except instead of capping skills by Willpower, cap them by Endurance. This Agony persists for the entire duration of the disease. A mere 1d6 minutes after the Agony begins, the victim begins bleeding infectious black blood through their skin, their pores weeping.

This Bleeding will drain 1 level of fatigue per hour until the victim is Comatose. After this, the victim will be drained of 1d3 CON/END and 1d2 STR every day, remaining completely Unconscious when recovering these fatigue levels due to blood loss. The lost points cannot be recovered except by magic. Victims typically die of simple dehydration during this time, as anyone who treats the victim's blood stained body will be exposed to the infection. Once the victim reaches Tired, they will regain consciousness for 1d6 hours before another cycle of Bleeding begins. This cycle repeats for the entire duration of the disease until the victim dies from reaching 0 CON/END or external factors.

Surviving this disease permanently turns the victim's heart black, giving them a

+5% bonus to Endurance, and making them immune to all heart related diseases (including Black Heart).

Application: Contact with blood *Potency: 70%* *Resistance: Endurance*

Onset Time: 1d2 weeks *Duration: 1d2+1 weeks*

Conditions: Agony after onset time, followed by cycles of Bleeding and Unconsciousness.

Antidote/Cure: Can be cured with a Healing roll, but it is Formidable as the heart must be taken out of the body intact and exposed to seawater mixed with ash. Failing the roll means the patient takes 1d2 levels of fatigue from blood loss, but it can be tried again.

Chanthrax

Also called Worm Madness, the long incubation time of this disease is due to its insidious nature: small worms slowly laying eggs in between muscle tissue and bone. It is transmitted by receiving injuries from creatures infected with it, though in this case the disease's potency roll is Formidable. Consuming raw infected tissue is the principal means of acquiring this disease, and even cooking it doesn't fully eliminate the chance of infection, allowing the disease a Herculean potency roll.

After the incubation time, the victim slowly begins to stiffen, running a high Fever as their movements become slow and jerky. This is because the worms have hatched and are beginning to coil around the bones and muscles, somewhat like extra tendons with anti-leverage. Every week, the victim's STR decreases by 1d4 and DEX/AGI by 2d6, the Fever never abating. If either hit 0, the victim becomes immobile for 1 day, before rising the next, their muscles entirely under the power of the worms. Each hour the victim must make an Endurance check (with the Fever penalty) opposed by the worm's potency to remain immobile. The goal of the worms is to make the victim an easy target for predators, and will make the victim suicidally charge at such animals. It

has been documented that the worms will often take the victim on sophisticated routes using transportation services to remote areas, hinting at some malign intelligence or perhaps guidance by Peryite.

If the duration of the disease runs its course, the continuous fever has finally dissolved the worms and the victim is cured. The lost STR and DEX/AGI will recover at a rate of 1d2 every month the victim remains healthy.

Application: Injury, imbibed *Potency: 90%* *Resistance: Endurance*

Onset Time: 1d3 months *Duration: 1d4+2 weeks*

Conditions: Fever, with 1d4 STR and 2d6 DEX/AGI per week after onset time. Followed by Mania . If unrestrained, CHA/PER damage is 1d3+2 instead and the victim gains a level of Exhaustion every day.

Antidote/Cure: Can be cured by the Healing skill only during the onset time.

Red Death

A devastatingly fast disease. Foul vials of this stuff are said to be gifts from Peryite, brewed over years in their realm of oblivion, The Pits. If even a drop of the faintly glowing green/red mixture is tasted, the victim rapidly comes down with the disease. After the onset time, the victim experiences an acute mixture of high Fever, intense Agony, and dry coughs. Any who are in the same room as the coughing victim are subject to inhaling the disease. The victim also suffers Mania, as they are filled with the absolute understanding that they are going to die, and seeks to rapidly and debaucherously fulfill their last wishes: killing a long hated rival, professing love, or gorging themselves on the finest foods they can get their hands on. Double all of the victim's Passions percentages for the duration of the disease.

After 1d2 half hours, the disease has run its course. The victim begins Bleeding from every orifice, losing 2 fatigue levels per Round until they hit Dead, after which their

soft body structures melt into blood and explosively shoot outwards, completely painting the room. Nothing is left behind but a standing skeleton which quickly collapses. Oddly enough, the blood itself isn't contagious: only inhaling the coughs or drinking the initial mixture can pass the disease on.

Application: Imbibed, inhalation Potency: 85% Resistance: Endurance

Onset Time: 1d10+10 minutes Duration: 1d2 half hours

Conditions: Fever, Agony, and Mania after onset time, followed by explosive Bleeding and Death.

Antidote/Cure: Can be cured with a Healing check before the onset time if exposed. Otherwise, the victim must exsanguinate themselves as much as possible (to Comatose) before the duration finishes to avoid exploding. Even if they do so, and cease bleeding before becoming Dead, they take 1d6+4 CON/END damage, potentially killing them anyways.

Wizard Cough

A minor inconvenience, or potentially fatal. Wizard cough is usually spread by small animals like rats or mudcrabs, who are immune to its fatal effects. Some mages intentionally and dangerously cultivate it in lab animals to harness its more beneficial effects. It is spread through diseased air.

Wizard cough causes victims to be afflicted with a tolerable flu, with coughing, sneezing and minor headaches slowly appearing after the onset time. After 1 week, the victim begins to find that casting magic is more difficult: they begin losing 1d2 maximum Magicka points everyday. Non-sapient creatures instead have their INS damaged, though it cannot go below 1. If the victim's maximum Magicka points reach 0, the disease is immediately cured, and the maximum Magicka points are recovered at a rate of 1 per day.

If, however, the disease continues for the full week, the victim's maximum

Magicka ceases to be damaged, and they are instead assaulted with a high Fever for 1d12 hours, after which they fall into a dream-filled Unconsciousness, requiring outside help to stay hydrated. Each day thereafter the victim suffers 1d2 points of INT and 1d2 points of POW/WIL damage. These cannot go below 1, but at the end of the disease, the victim must make one final Willpower roll (potentially heavily penalized due to a low POW/WIL) against the disease's potency, or their Magicka violently explodes out from them, killing them and creating a Mass Restore Magicka spell centered on their location with an Intensity equal to 1/10 of their remaining Willpower skill. Non-sapient creatures automatically pass the Willpower roll, and still release the burst even though they don't die. The lost POW/WIL points cannot be recovered except by magic.

Application: Inhalation *Potency: 55%* *Resistance: Endurance*

Onset Time: 1d4 days *Duration: 1d3+1 weeks*

Conditions: Agony after onset time, followed by Mania one day after. Each full day that passes reduces CHA/PER by 1d3. If unrestrained, CHA/PER damage is 1d3+2 instead and the victim gains a level of Exhaustion every day.

Antidote/Cure: Magicka loss can be adjusted by the Healing skill during the first week, a successful roll allowing the victim to increase or decrease the lost Magicka points by 1. If the victim slips into unconsciousness, nothing can be done except restoring the victim's POW/WIL in the hope that they make their final Willpower roll.

Optional: Porphyric Hemophilia

The precursor to vampirism, Porphyric Hemophilia is spread through injury against vampires, either their claws or fangs. Some vampires set on intentionally spreading in a region may intentionally coat their weapons in their own blood. Vampire blood can also be directly imbibed to intentionally catch the disease.

The disease has two onset times: the first are superficial symptoms beginning

1d12 hours after exposure. General sensitivity to sunlight and heat sources, and a growing distaste for normal food means the victim should see a healer quickly. Those who fail to do so for 3 days suffer a quiet Death as their heart simply stops beating.

The victim then immediately raises as a vampire. This vampire is different from the one in the Core Mythras rules, instead gaining the following benefits:

- The Undead creature ability, save for Fatigue loss due to lack of feeding (see below). Vampires still heal at their normal Healing Rates despite being Undead.
- 2 points of Frost Armor on all locations
- 6 points of Physical Armor on all locations against non-enchanted/non-silver weapons, stacking with normal armor
- Multiplies STR and DEX by 2
- Elongation of the teeth and nails, increasing their force to Medium and damage (1d4 bite and 1d4 claws for a normal humanoid).
- The vampire's gaze: by spending 1 Magicka, the vampire may attempt to entrance a victim. If a vampire can make direct eye contact, an opposed Willpower roll is made. Failure means the victim is under complete domination of the vampire for a number of minutes equal to the vampire's POW/INT.

However, in exchange, vampires have hefty penalties:

- -3 points of Fire Armor on all locations
- Take 1d6 points of damage ignoring all armor to all locations when in direct sunlight
- Only blood can sate a vampire. After a number of days equal to half their CON, vampires begin starving, requiring an Endurance roll every day to avoid taking a persistent level of fatigue. Once the fatigue level reaches Incapacitated, the vampire enters a state of suspended animation and is immune to further fatigue loss.
- Once a vampire feeds for the first time, they gain a Love (Blood) passion at a base percent of 30 + POW/WIL x 2. Blood refreshes a vampire both physically and spiritually, and many have a difficult time not building a world view around the power of blood. Some vampires have successfully crushed this innate desire

through sheer will, but they need blood to survive just the same.

Application: Injury, Imbibe Potency: 65% Resistance: Endurance

Onset Time: 1d12 hours, 3 days Duration: Permanent

Conditions: Death, followed by Vampirism.

Antidote/Cure: The disease can be cured at any time before Death with a Healing check. After that, the only means of curing the victim and having them survive is to brew an exotic potion and perform a lengthy ritual. The ingredients are an empty black soul gem, the dust of another vampire, nightshade, any plant from oblivion, garlic, and either Altmer or Argonian blood. The exact nature of who can teach this ritual or where it must be performed is up to the GM.

Cults and Guilds

Guilds, brotherhoods, cults and organizations are a big part of the Elder Scrolls setting. Everyone refers to the major questlines by their organization they're attached to ("did you do the Dark Brotherhood/Mages Guild/Cult of Boethiah quest line? They were so cool!"). It's common for the main protagonist of the games to join several communities and organizations at once, usually rapidly rising through the ranks to eventually become the cult leader. Some players, of course, join and do quests until they get exactly one benefit (like access to cheap enchanting services) or a specific item.

Mythras' cult system is one that asks for a lot more than setting your next quest marker, so while it is certainly possible to divide attention between multiple organizations, it is not nearly as easy as in the games. If your players aren't so familiar with Mythras, emphasize the importance of cult loyalty and oaths, as the default player behavior in the Elder Scrolls games isn't very committal.

It is strongly recommended that the GM work with each of their players to come up with an appropriate organization that the player's character is keen on. If they are not already a part of the organization at character creation, then contrive some way to quickly get them into it. Example cults from each of the games are given below, and may be used wholesale or adjusted as needed. Remember that these represent organizations in specific eras, and may not necessarily exist in the era you choose to set your game.

Cult of Dibella

Sprinkling waters and laughing faces, giggling glances and coy invitations, the divine Dibellan dances that all followers know, these are the aspects of the Goddess of Love. Dibella urges all of her followers to go out into the world and give themselves to love, teaching as many others along the way as they can. Dibella is also the Goddess of Art, meaning her followers often create wondrous paintings, sculptures and poetry in the name of love or the goddess Herself.

Dibella is not a formal Goddess. The only sermon you'll hear is the brief blessing of a follower before they perform the Dibellan Arts on you. Worship is not the solitary contemplation of the divine, but the crackling of cold mead and embrace of minds aligned in friendship.

The Lady Who Pays In Moans is aligned with the other Aedra, the Nine Divines. In particular she is said to be fond of Akatosh, and they both share similar ideas on the unnaturalness of undead creatures. Dibella also has a soft spot for thieves, and it is an unspoken understanding that thieves on the run can seek shelter at her places of worship.

Dibella has few enemies. She is ideologically opposed to Sanguine, who at first glance may seem to represent a similar sphere of worship, but it is not so. Simply put, Dibella teaches consent. Dibella is also opposed to Mehrunes Dagon, but this is mostly because Mehrunes loves iconoclasty and Dibellan worshippers happen to be the artists

who made the religious idols in the first place. The Order of the Lily is a group of holy knights of Dibella charged with protecting her from these enemies.

Despite encompassing a nearly universal emotion, Dibella has few dedicated temples even in major cities. Most of Her followers live out of simple shrines and rely on the generosity of the townsfolk to help maintain them. White cats are said to be a symbol of Dibella, and these shrines often house them as well. Lay members are those who are allowed to attend lessons, and are also offered healing of diseases or other discomforts. This means most people in the town they are operating out of are lay members, though those who have twisted the purity of love are brutally publicly ostracized.

The Sybil is the highest priest of Dibella, and only one can exist at a time. Dibella speaks directly to the Sybil, and their words are taken as a prophet's, to be followed by all other members. If the current Sybil dies, another is found through a secret ritual: the Exalted Protocol of Dibellan Sybil. It is not unknown for the Sybil to be transferred to another who still lives, but it is more common for the title to be given to a child somewhere who was born at the moment of death.

Dibella's holy day is the 16th of Sun's Dawn, called Heart's Day, where cult members offer love and guidance in love to those who need it. Many inn's offer free rooms on this day. This is, unfortunately, also Sanguine's summoning day.

Oath of Dibella

- Seek joy and inspiration in the mysteries of love
- There is no limit to your number of lovers, but focus on quality of love, not quantity
- Treasure the gifts of friendship and make friends wherever you go

Magic

Theism:

Cure Malady, Fecundity, Cure Sense

Spell schools:
Enhance (CHA/PER), Restore (CHA/PER), Cure Disease

Cult Skills

Dance, Endurance, Insight, Sing
Acting, Art (Any), Devotion (Dibella)/Restoration, Healing, Seduction
Oath (Dibella)

Structure

Lay Members: Anyone who has not transgressed on the purity of love. Allowed to purchase training from members, who give it willingly.
Training Costs: 50%

Initiate: 5 cult skills at 50%, profess love publicly to Dibella and one or more others. Initiates are expected to continue their studies more seriously, often sitting in on lessons with more experienced members.
Gift: Change Gender (if desired)
Training Costs: 50%

Acolyte: 4 cult skills at 70%, helped out at least 3 others in finding love. Acolytes of Dibella are allowed to don the Doll Masks, porcelain masks that allow them to perform acts of love freely and anonymously. Acolytes are immune to disease that spreads through close personal contact while wearing them.
Gift: Perfection (CHA/PER)
Training Costs: 25%

Priest: 3 cult skills at 90%, service a temple or shrine for at least 1 year. Priests of Dibella are usually the primary tutors of the temple or shrine, and have the ability to

grant The Mark of Dibella to any they perform their Dibellan Arts on. This raises the recipient's maximum Luck Points by 1. There is no limit to how many people may have the Mark at one time, but the Mark fades after 1 week has passed; though it can be renewed.
Gift: Mark of Dibella
Training Costs: 25%

Sybil Seer: 2 cult skills at 110%, service a temple or shrine for at least 3 years. Sybil Seers are often called to attend to the Sybil, traveling far and likely across multiple regions of Tamriel, a kind of pilgrimage. Once they meet, Sybil Seers are granted knowledge of the Exalted Protocol of Dibellan Sybil, and with it, divine grace in all they do.
Gift: Lucky
Training Cost: Free.

Cult of Vaermina

Screeching, gnashing, torture omens, outrageous sin, the immoral compass, the first step into madness, the Gifter, the Weaver of Panoply, the Lost Daughter, the Queen of Nightmares, Vaermina.

Evil. Destruction for its own sake. She steals your memories and leaves a crusted shell of the bug you once were. She doesn't like being known. If Her name puddles in your mind then someone will come for you soon. Not in your house, of course: they don't need to. Vaermina holds dominion over dreams. She loves blood, but when spilled in the throes of agony and fear it is all the sweeter. Her followers are encouraged to come up with novel new ways to torture people purely for the joy found in the suffering of others. Doing this while the victim is experiencing the anguish of a nightmare personally crafted to hurt them the most is ideal.

Making you sleep is not a problem. She has been teaching nightmare alchemy from the moment Lorkhan splintered. It is right to fear traveling potion peddlers. How can you forget what you never remembered? They'll show you. Vaermina's followers are not sequestered, squabbling academics and theists. They directly commune with Her, capturing people and forcing daedric souls into their bodies, turning them into cold machines of Her will.

"*Powerful Daedra known as "Omens" are working behind the scenes in places of power across this kingdom to mimic your achievement. With their aid, we will ensure that the Daggerfall Covenant is plunged into a nightmare from whence it will not be able to return.*

The task with which you have now been charged is unchanged, but no less critical. We will need hordes of scamps, clannfear, and Dremora to plague these lands and perpetuate the waking nightmare our mistress has envisioned. Make efforts to recruit local citizens to our cause. If they will not join us, they may be used as vessels or blood sacrifices to aid in the summoning of Daedra.

In Vaermina's dark name,

Nightcaller Chartrand"

Historically, Vaermina has earned the ire of many of the other Daedric Princes, and is a staunch enemy of Ebon Arm, Boethiah, Peryite, Hermaeus Mora, and especially Azura. The only Prince she is aligned with is Sanguine. Vaermina's summoning day is the 10th of Sun's Height, coinciding with the Merchant's Festival.

Oath of Vaermina

- Seek out and destroy the name Vaermina from tomes and minds
- Bring Vaermina's daedric minions into the world

- ❖ Be as the nightmare: be patient in the terror you spread, but inevitable

Magic

Animism:
Friendly with predator (daedric) spirits, curse spirits and haunts. Enemies to divine and ancestor spirits.
Spell schools:
Bound (Weapon), Evoke (Daedric Spirit), Portal (Quagmire), Phantom (Sight, Sense, Touch, Taste, Smell)

Cult Skills

Deceit, Influence, Stealth, Willpower
Binding/Illusion, Trance/Conjuration, Craft (Alchemy), Lore (Toxicology), Lore (Torture)
Oath (Vaermina)

Structure

Seeker: To join the cult of Vaermina requires dedication. Those who travel to Her holy sites to seek tutelage in Her dark ways must at the minimum destroy the source of information that pointed them to Her. Once there, Seekers can expect to do much of the unsavory grunt work for maintaining these hideouts: or find others to do it for them.
Training Costs: 100%

Waker: 5 cult skills at 50%. On showing adequate proficiency, Wakers are allowed to attend rituals to Vaermina and are taught some of the darker magics available in the cult. Teaching continues in how to begin to bind daedric servants, and the Waker may even be offered a servant of their own.
Training Costs: 75%

Dreamer: 4 cult skills at 70%, killed a sapient human and placed a daedric spirit within them at least once. Dreamers are gifted access to foul ingredients from Vaermina herself, allowing them to concoct particularly potent poisons and unusual alchemical devices. These differ by the exact cult teachings, but are usually centered around devices which explode out huge quantities of soporific gasses designed to cause nightmares.
Gift: Dream Alchemy
Training Costs: 50%

Ascended Dreamer: 3 cult skills at 90%, been dedicated to enacting Vaermina's will for over 1 year. Ascended Dreamers no longer need to sleep, but if they wish, they can fall asleep instantly, potentially allowing them to enter nightmares and dream realms with ease. They can even "dream walk", retaining full consciousness while asleep, allowing them to fight, drink and eat while sleeping (if using Animism, Ascended Dreamers can Trance at no Action Point cost).
Gift: Abstinence (Sleep)
Training Costs: 25%

Weaver: 2 cult skills at 110%, brought at least 30 people under the dominion of Vaermina, either through daedric possession or keeping them in permanent nightmarish sleep. Weavers are strongly connected to Vaermina's wishes, and She often directly communicates with them in their dreams. So long as a Weaver sleeps, they do not age, and they may sleep as much as they wish.
Gift: Cease Aging
Training Cost: Free.

The Companions

During the 4th Era, the Fighter's Guild in Skyrim was in noticeable decline, and was ultimately dissolved into The Companions. The Companions take contracts both

public and private for problems that can be solved with steel. They're based out of the great mead hall of Jorrvaskr in Whiterun, but there are many mead halls across all of Skyrim that the Companions operate out of.

Typical contracts include clearing out beasts that are preying on livestock, rescuing kidnapped citizens, or even hunting down a den of criminals. Due to the nature of these contracts, the entire local hall usually discusses them together so as to not become accidentally embroiled in political squabbles, but this is usually inevitable. The Companions themselves are a powerful entity, and though their actions are of a mercenary nature, it is common for them to have the local Jarl's ear. Indeed, Jarls often hire them to solve problems that would endanger their own militias.

The Companions follow on in the traditions of the Five Hundred Companions of Ysgramor, who swept across the lands of Skyrim early in the 1st Era, slaying the native elvenfolk and establishing the permanent home of the Nords. These genocidal acts are casually downplayed by the members, and despite three eras of time, The Companions still have difficulty accepting mer into their ranks. Things have been a bit better since Henantier the Outsider, a mer, became the Harbinger near the end of the 2nd Era (an act which made many Companions leave at the time), but mer still have distinct, institutionalized disadvantages in advancing.

Those who do rise the ranks can potentially be inducted into the Circle, forming a blood bond with the other members and Hircine Himself, allowing them to transform into a werewolf. This practice was largely abolished in the 4th Era, but members of the Circle still exist, though they are rarely able to rise higher in the ranks, content with hunting rather than leading. This connection to Hircine as the Prince of the Hunt has dark implications with the original Companions campaign, and it is well established that werewolves seem to prefer the slaughter of mer over men.

Oath of the Companions

- Bring honor and glory to the Companions

- ❖ Be true in your word and your arm
- ❖ Always helps another Companion in need

Magic

None, though some Companions mead houses may hold a Circle which passes on lycanthropy.

Lycanthropes immediately gain the passion Embody (Bloodlust) at 60 - POW x 2 %. They may willingly change into a werewolf at any time, but the form lasts a number of hours equal to the lycanthrope's (newly increased) CON, and they cannot change back early. After the transformation is over, two consecutive Endurance checks must be made, with each failure causing 1d2+1 levels of fatigue, and each success causing just 1.

The transformation process is excruciatingly painful and takes 1d3 minutes, both changing into and changing out of werewolf form. Lycanthropes must change into a werewolf at least once every month, otherwise Hircine picks a time for them to transform to cause the most carnage (middle of a market square, intimate family gathering, etc). After transforming back into human form, a lycanthrope's Magicka pool is diminished to 0.

When transforming, lycanthrope's armor and equipment either splits apart or falls off of them as they expand, gaining a +4 to SIZ, STR, DEX and CON, plus a +2m bonus to their Movement Rate. Instead of INT, werewolves have their INT converted into INS, making it impossible to use weapons or magic for the duration of the transformation, though they can distinguish friend and foe (but not speak). They gain the Scent and Night Sight creature abilities. Their teeth and claws grow long and sharp, their keenness enhanced by the grace of Hircine, treated as enchanted weapons. Use the higher of 60% or the base creature's Combat Style (Hand to Hand) for attacks.

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Claw	M	M	1d6 + Damage Mod	As arm

Teeth	L	T	1d8 + Damage Mod	As head

Werewolves also gain 6 AP on all locations, though it is only 3 AP against enchanted weapons, and is entirely bypassed by silver weapons. Finally, while transformed, any passion rolls for Embody (Bloodlust) are Easy.

Even when not a werewolf, lycanthropes are haunted with horrific nightmares. Lycanthropes do not recover Magicka naturally while sleeping, and their sleep is not restful: they require at least 9 hours of mostly uninterrupted sleep every day to avoid making Endurance rolls to stay awake.

Cult Skills

Athletics, Brawn, Endurance, Evade
Combat Style (Axe), Combat Style (Shield), Combat Style (Other), Lore (Tactics and Strategy)
Oath (Companions)

Structure

Associate: Anyone can train with the Companions, though those who are not inducted into their ranks may have a hard time securing the more experienced member's time. Training Costs: 100%

Protector: 5 cult skills at 50%, passed a simple test of might. Those who wish to join the Companions properly spar with senior members who test their mettle, willingness to fight, but also to learn. Passing allows the member to have a room at the local mead hall where that chapter is based, and they are granted a simple iron weapon of their choice that bears the symbol of the Companions, allowing a discount at any inn or mead hall equal to the training cost discount.

Gift: Room and Board
Training Costs: 75%

Companion: 4 cult skills at 70%, completed at least 3 contracts. Full members of the Companions are invited to spar more frequently with senior members and take on more dangerous contracts. After the anointment with ritual war paint, the new Companion can feel the heart of the Nords within them when they fight, allowing them to add their POW to their STR + SIZ when determining their Damage Modifier while wearing it.
Gift: Mighty (while wearing warpaint)
Training Costs: 50%

Circle Walker: 3 cult skills at 90%, performed a significant task to personally help the local chapter. Circle Walkers are allowed to partake of werewolf blood, but there is no stigma if they don't accept. Regardless, they are expected to put the interests of the Companions above that of contracts now, recovering important artifacts or helping eliminate long term or systemic issues with bandits or violent creatures. Circle Walkers are granted access to the Skyforge in Whiterun, and with it a single Skyforge Steel weapon or armor piece of their choice. It is just like Ebony, save that its ENC multiplier is x1 instead of x1.25.
Gift: Lycanthropy, Weapon
Training Costs: 25%

Harbinger: 2 cult skills at 110%, must be chosen to be the next Harbinger by the current Harbinger. There is one Harbinger for each mead hall, and they hear the song of Ysgramor when they fight, urging them to preternatural swiftness. They permanently gain 1 more Action Point.
Gift: Swiftness
Training Cost: Free.

The Morag Tong

Assassins codified into law. Not merely legal, but polite and honorable. In the early eras they kill for Mephala, though they supposedly follow Vivec in the late 3rd Era. They haven't forgotten their roots, or webs. Conspiracy with the body of a demon spider and the smile of a skooma salesman.

The Morag Tong are the only reason the Houses of Morrowind are able to stay as stable and civil as they are, as civil as dotted line tax-writeoff assassination can be, anyways. Anyone can set up a contract for the legal murder of someone else, though such services are pricey and must be done in a rigorous, legally unambiguous way. The government of Morrowind allows the Morag Tong to issues writs, papers allowing a legal murder. There are rumors of gray-writs, which are less strictly processed, but the Morag Tong prides itself on doing everything above board, and insists that their impartiality and willingness to take most jobs would make such gray-writs useless.

Responsible for killing many rulers of Tamriel and Dunmer nobility, every assassination is succeeded by a public announcement that it was the Morag Tong to clear up any legal waters as quickly as possible. They are strict about not making messes or creating bystander casualties. Even if there is a witness and they shriek for the guards, the assassin faces only embarrassment from fellow guild mates as they present their writ and the guards send them on their way.

Tong members are strict about their code of conduct, and members who are acting out or performing illegal activities are swiftly writ-en away. This is doubly true for those who pretend to be Tong members, and it is not unusual for imposter assassins to not only suffer complete personal devastation and public humiliation, but for the families of their victims to receive compensation courtesy of the Tong.

It is unusual, but technically allowed for Tong members to perform assassinations in a requested way or to retrieve specific items from the person in question. These are

specified in the publicly viewable writ though, so it is difficult for underhanded activities to be reliably performed with this method.

Code of the Morag Tong

- Kill secretly, no witnesses
- Only kill if the target is in a writ
- Honor Mephala in your obscurity

Magic

Sorcery/spell schools:
Illusion (all spells)

Cult Skills

Athletics, Deceit, Evade, Sneak
Acrobatics, Bureaucracy, Combat Style (Short Blade), Combat Style (Marksman), Evoke (Illusions)/Illusion
Code (Morag Tong)

Structure

Blind Thrall: Blind thralls are those who seek a job with the Tong, but aren't allowed to engage within the bureaucratic machinery of the faction yet. Only after they develop their skills on their own and prove their ability with a test can they join properly.
Training Costs: Not allowed

White Thrall: 5 cult skills at 50%, performed a simple writ with no witnesses. White Thralls are given the simplest writs, typically written by jealous lovers or business owners with a rivalry. White Thralls are allowed to train with senior members, and any killing they do for a writ is entirely legal.

Gift: License to Kill
Training Costs: 75%

Thinker: 4 cult skills at 70%, completed at least 3 writs. Thinkers are considered full members of the Tong and are now allowed to accept writs on their own. While they are still discussed with the other guild members, they are granted great autonomy in negotiating their own writs. Thinkers are allowed to purchase Morag Tong armor and weapons, and present the Tong emblem. The armor is traditionally Scaled construction made of Chitin, and the weapons are similarly made of Chitin, both having the Effective enhancement at no extra cost to members. They are also taught many techniques for ensuring they always get the first word in a confrontation, embodying the quickness of Mephala's many limbs.
Gift: Alacrity
Training Costs: 50%

Knower: 3 cult skills at 90%, completed at least ten writs. On reaching this rank, they must have a meeting with Mephala/Vivec. The nature of this meeting is very secret and supposedly changes for each individual, but when they are finished with it (sometimes taking up to a week), the member emerges as a Knower, holding absolute knowledge over a cult skill they were previously mediocre at. Knowers have enough sway in the guild to not just exercise autonomy over their writs, but also the nature of their legality in the first place. They are freely able to speak with authority to other lawful organizations, though at this point the Knower's understanding and respect for the legal systems will likely be enough to not bend them unfairly.
Gift: Sagacity
Training Costs: 25%

Master: 2 cult skills at 110%, local guild must not have a Master. Only one Master can exist for each local guild chapter. They do not retire, they must be killed in the line of duty. This can take decades, as Mephala grants Masters an altered form of the Oracle gift that allows them to know who will exist in a given room and at what time, POW/INT

number of minutes into the future. This allows them to pull off seemingly impossible assassinations in very tight time windows.
Gift: Oracle (Limited)
Training Cost: Free.

Skingrad Mages Guild

There are many Mages Guild halls in Cyrodil, but those seeking to expand their knowledge in the art of Destruction magic know to go to Skingrad. It's quaint by some other hall's standard, taking up three tight stories with little room for spacious experiments, but the location in downtown Skingrad makes living there a breeze.

Typical ways to increase the standing of the Guild Hall are often poorly thought out, logically backwards and at best slightly illegal. Many prominent mages often have little magical knowledge at all, instead secure in their positions through a combination of nepotism, bureaucracy, and conniving. The Mages Guild in Cyrodiil has earned a rather warranted reputation as incompetent and so marred in red tape as to be actively detrimental to students. However, it is the only legal way to obtain more advanced magical knowledge outside of independent research, which is frowned on by the Empire.

It is no wonder that renegade covens and magical cults are such a problem, with the stress and poverty for lower guild members being on par with living in a cave anyways. Members that persevere will eventually enjoy a secure income, with space to complete projects at their own pace, but being the lackey for another who often knows less than you for 3 years usually is enough to turn competent or intrinsically motivated mages away.

Despite its obvious failings and flaws, it is understood that if one wants to gain a greater understanding of Aetherius and the workings of magical might that have been

performed under the rule of the Empire, the Mages Guild is the safest way to go about it. The Skingrad Mages Guild in particular is nicer to newer members, even going so far as to provide food once a day for their Apprentices.

The Skingrad Mages Guild chapter in particular is having trouble with vampires for some reason, as many nobles keep turning out to be involved in some larger undead conspiracy.

Mages Guild Charter

- Demonstrate respect for magic and observe the laws on its forbidden uses
- Collect, preserve, and distribute magical knowledge with other Mages Guild members
- Do not commit crimes against other Mages Guild members

Magic

Sorcery/spell schools:
Destruction (all spells)
Adept level spells of Mysticism and Conjuration schools
Novice level spells of all other schools

Cult Skills

Insight, Willpower
Bureaucracy, Evoke (Destruction)/ Destruction, Evoke (Conjuration)/Conjuration, Evoke (Mysticism)/Mysticism, Literacy, Shaping/Lore (Magic)
Loyalty (Mages Guild)

Structure

Associate: The title of Associate mostly means you're allowed to exist in the guild hall, and if you can get the time of the mages there, they'll teach you: for a fee. To join this simple rank requires convincing the head of the local guild hall. For Skingrad, that's easy, as they always need new recruits: but many other halls have perplexingly difficult tests or tasks to complete.
Training Costs: 150%

Apprentice: 5 cult skills at 50%, performed some useful task for the head of the guild hall. Apprentices are officially recognized as members of the Mages Guild, and after their character is judged to be suitable, they are given a Mages Guild crest and a bed to sleep in. Usually the bed over the leaky part of the ceiling, but a bed nevertheless.
Gift: Room and Board
Training Costs: 100%

Evoker: 4 cult skills at 70%, demonstrated their proficiency in a test, worked with the guild hall for at least 2 years. Evokers enjoy an improved living space at the guild hall they operate out of, perhaps even with furniture. Evokers are gifted a mage's staff, an enchanted item appropriate to their area of research.
Gift: Weapon (Mages Staff)
Training Costs: 75%

Warlock: 3 cult skills at 90%, working with the Mages Guild for at least 4 years. Warlocks are given the best furnishings in their local hall, and are allowed to conduct magical research and apply for grants. This requires a successful Bureaucracy check augmented by the magical skill in question they are studying. If successful, their Income is Aristocratic for 6 months. If they fail, it is merely that of a Gentry.
Gift: Apply For Grant
Training Costs: 50%

Master Wizard: 2 cult skills at 110%, working with the Mages Guild for at least 7 years. Master Wizards are allowed to start their own Guild Halls, though few are able to

extricate themselves from their research. They're so steeped in places and words of magic that perhaps Julianos smiles upon their ambitions; or perhaps something darker if they spurn the gods. Either way, Master Wizards are able to eke out more Magicka from Aetherius, doubling their Magicka recovery.
Gift: Wellspring
Training Cost: Free.

Bard's College of Solitude

Standing atop the center of the Great Arch, the Bard's College of Solitude is one of the oldest institutions in the city. Founded during the 1st Era, the College was instrumental in building long standing traditions and stories throughout Skyrim, many persisting in some form or another past the 4th Era.

The College is unusual in its seasonality. Most of its students are out seeking an active education in the world, with some coming back only to visit family or share stories. Few folks are turned away: swordplay, magic, and even petty crime are all excused as artful expressions, so long as they create a good show. Bards who have been with the College long enough exhibit skills that come from long days of travel and performance, but there's an extra special touch too. While not strictly associated with the Aedra, it is known that Y'ffre and Dibella enjoy the presence of bards in their temples, and blessings of fortune are common in bardic circles.

Bard's Code

- Never perform for free
- Share your performances with the college so they may live on
- Seek inspiration in unusual places

Magic

The college in game has no formal trainers of magic, but the Bard class in the game files implies they'd be competent at Alteration, Illusion and Mysticism.

Sorcery/spell schools:
Adept level spells of Illusion.
Apprentice level spells of Alteration and Illusion.
Novice level spells of Alteration, Illusion and Mysticism

Cult Skills

Dance, Deceit, Influence, Sing
Commerce, Literacy, Lore (History), Lore (Poetry), Musicianship (Any), Oratory
Love (Performing)

Structure

Accompanist: Accompanists are the lowest ranking and most numerous members of the College. While the general public is invited to sit in on lectures (for a fee), attend rehearsals (for a fee) and talk to the teachers (for a beer), Accompanists usually are in the scene long enough to have the fees waived in exchange for labor. Carrying baggage, introducing main acts and collecting coin after a performance are the bare minimum to ensure the bards will teach you something.
Training Costs: 100%

Minstrel: 5 cult skills at 50%, put on a performance for the college, attend the burning of King Olaf. Minstrels enjoy an improved living space at the college and can expect free room and board at the taverns they perform at. Minstrels aren't often found at the college, instead eager to travel and find inspiration throughout Tamriel.
Gift: Room and Board
Training Costs: 75%

Troubadour: 4 cult skills at 70%, composed an original performance for the College. Troubadours have earned a strong reputation, to the point where they are expected to

appear at certain festivals and often hired for private gatherings. The College presents Troubadours with a specially crafted instrument of their choice, which as long as it is on their person, grants them an additional Luck Point.
Gift: Signature Instrument (Grants additional Luck Point)
Training Costs: 50%

Skald: 3 cult skills at 90%, personally witnessed and recorded a historical event. Skalds enjoy the benefits of this rank as soon as the requirements are met, blessed by Y'ffre, Dibella or some other divine presence. Although many of the teachers of the College are skilled enough to become Skalds, few leave it long enough to witness history. The act of witness and its repetition into legend is well known to bards, but only some understand how history is truly made. Skalds only rarely become lost.
Gift: Sagacity (Navigation (All))
Training Costs: 25%

Headmaster: 2 cult skills at 110%, taught at the College for at least 5 years, created a Magnum Opus, visited another plane. Long years of performance, study and witness have granted a reputation to Nirn itself. The Headmaster and their name is known to anything that can form thoughts. They may choose to also have a Passion of theirs known, but can lie about it if they wish. Regardless, others treat the Headmaster like a living legend, all heeding their council.
Gift: Named (All sapient beings know you)
Training Cost: Free

Esoteric Cult: Way of the Voice

“The Tongues at Red Mountain went away humbled

Jurgen Windcaller began His Seven Year Meditation

To understand how Strong Voices could fail

Jurgen Windcaller chose silence and returned

The 17 disputants could not shout Him down

Jurgen the Calm built His home on the Throat of the World"

The Way of the Voice teaches the Thu'um, a gift of life and existence itself from Kyne. Only Nords or one with the soul of a Dragon may use this gift. In Skyrim, the Dragonborn is able to use the gift by absorbing knowledge from word walls, but their lack of academic understanding of the Dragon Tongue means they are restricted to simple three word phrases. A true practitioner of the Voice who trains for years is able to exercise far more control, as their ability to will the world is only limited by vocabulary (which is extensive).

This can be problematic for a game where challenges can be solved by phrasing a compelling enough sentence, and so it is recommended that the three-word system is used like in the games. Due to a potentially infinite vocabulary, the Thu'um section will only contain a couple examples: the GM is encouraged to work with a player to come up with appropriate or desired shouts for a given game.

Inscription on the 10th Tablet of High Hrothgar

- The Voice is Worship
- Follow the Inner path
- Speak only in True Need

The Thu'um

Learning a new word takes 2 XP rolls and 1 month of training. A number of words may be actively maintained in one's mind equal to the speaker's Meditation skill divided by 10. Adding a word or changing a word for a different one requires one week and a

successful Meditation roll. Several example words are given at the end of this section.

Use of the Thu'um requires a state of mind attained only through a successful Meditation check, which takes a certain amount of time corresponding with cult rank. This state of mind is maintained exactly like maintaining a talent under Mysticism (Pg 157). Greenbeards cannot use the Thu'um but often practice meditation. Greybeards and Elders exist in a permanent meditation and do not need to roll.

Rank	Time
Greenbeard	1 hour
Throat	1 minute
Tongue	1 Round

After the state of mind is achieved, the Thu'um may be freely used using 1 Action Point for every three words. The Intensity of the Thu'um is equal to the lower of Meditation or Language (Dragon Tongue) divided by 10, and is further restricted by the number of words spoken. One word phrases have a maximum Intensity of 3, two word phrases a maximum Intensity of 7, three word phrases a maximum intensity of 11, while using four words or more imposes no restriction.

Speaking a word or phrase requires a simultaneous roll against Language (Dragon Tongue) and Endurance. This means you make a single d100 roll and compare it to both skills. If the Endurance roll is failed, a level of Fatigue is gained, or 1d2 levels if fumbled. For the Language (Dragon Tongue) roll, consult the following:

- Critical Success: The Thu'um takes hold.
- Success: One level of Fatigue is gained, and the Thu'um takes hold.
- Failure: One level of Fatigue is gained, and the Thu'um does not work.
- Fumble: One level of Fatigue is gained, the Thu'um does not work, and the word(s) spoken are removed from the speaker's mind.

After Shouting, the speaker is unable to Shout again for a number of Rounds equal to the Intensity of the Shout.

Example Phrases

Use these shouts as a guideline to build others that you desire in your games.

LOK - VAH - KOOR (Sky-Spring-Summer)

Clears particle and vapor based weather and effects for a number of kilometers around the speaker equal to the Intensity of the Shout. This lasts for a number of hours equal to twice the Intensity, centered on the location where the words were spoken. This is commonly the shout first taught to greenbeards as a means of worship to Shor.

ZUN-HAAL-VIIK (Weapon-Hand-Defeat)

This Shout affects a number of combatants of the speaker's choosing up to the Intensity of the shout, who must make a Brawn roll opposed by the speaking roll. This roll is subject to a difficulty grade penalty for every 4 levels of Intensity the Shout has. Failure means weapons, shields, and all other worn or carried implements of violence are forcefully disarmed, flung a number of meters away from the speaker equal to the Intensity of the Shout.

FUS-ROH-DAH (Force-Balance-Push)

Once pronounced, everything in front of the speaker out to a distance of twice the Intensity in meters is subject to an intense force. Roll a number of d10's equal to the Intensity of the shout, and treat the total as an amount of damage that everything in the area is subject to, but only for the purposes of calculating Knockback (Pg 104 Core). Objects and creatures knocked into walls or that are knocked back a great distance while prone take damage as if from a fall. Directing such a violent shout at a living creature may require a failure of the Philosophy (Way of the Voice) Passion.

FEIM-ZII-GRON (Fade-Spirit-Bind)

Sends the speaker to the realm of spirits for a number of Rounds equal to the Intensity of the shout. They are unable to be harmed by any physical force or magic, but are still vulnerable to the attacks of spirits. The speaker is also capable of physically interacting and speaking with spirits using skills you would use for normal interaction. For example, a speaker could defend from a spirit's attack using a Combat Style instead of using Willpower or Binding.

FO-KRAH-DIIN (Frost-Cold-Freeze)

Once pronounced, everything in front of the speaker out to a distance of twice the Intensity in meters is subject to a terrible cold. Creatures are allowed an Evade roll opposed by the speaking roll. Failure results in every hit location freezing for 1d6 points of Frost damage for every two points of Intensity of the shout. Directing such a violent shout at a living creature may require a failure of the Philosophy (Way of the Voice) Passion.

WULD-NAH-KEST (Whirlwind-Fury-Tempest)

This shout sends the speaker hurling forwards with intense speed, traveling a number of meters in any direction equal to 5 times the Intensity near instantaneously, before stopping safely at the end distance (though the speaker is not protected from subsequent fall damage if they chose to travel upwards). If the path between the maximum distance is obstructed, the speaker simply stops and takes no damage from impact. Alternatively, this shout can be used to instantly gain enough momentum for a Charge, allowing the speaker to use their next turn's Action Point to attack. This violent use may require a failure of the Philosophy (Way of the Voice) Passion.

LAAS-YAH-NIR (Life-Seek-Hunt)

This shout can be harshly whispered at a normal speaking volume. Upon pronunciation, the speaker can see life as a hazy outline through any physical or magical obstruction, with a range equal to 10 times the Intensity in meters. The effect lasts for 1 minute per Intensity, and while active, the speaker can Augment any skills to track, find, or fight those detected by the spell by their Language (Dragon Tongue) skill.

Using this ability to fight may require a failure of the Philosophy (Way of the Voice) Passion.

ZUL-MEY-GUT (Voice-Fool-Far)

This shout can be whispered at a near silent volume. The speaker's voice can be directed to emanate from any location up to 3 times the Intensity in meters away, and the volume of the emanation modified to any degree normally capable by the speaker. This shout is typically used to trick pursuers, hunt game, and offer discrete advice at a distance.

JOOR-ZAH-FRUL (Mortal-Finite-Temporary)

A blasphemy. Learning this shout requires either a fumble of the Philosophy (Way of the Voice) Passion or a complete lack of it. When pronounced, any Dragon that hears this shout must make an opposed roll against the speaker's roll. Check the Dragon's single roll against Endurance, Evade, and Willpower. Failing against Endurance causes the Dragon's natural armor to be reduced by 1 for each point of Intensity. Failing the Evade roll causes the Dragon to be unable to fly. Failing the Willpower roll causes the Dragon to be unable to speak or use its breath weapon. These effects last for 1 Round per point of Intensity.

Cult Skills

Athletics, Endurance, Sing, Willpower
Language (Dragon Tongue), Lore (Dragons), Meditation
Philosophy (Way of the Voice)

Structure

Greenbeard/Graag Los Frini (New-Eagerness): Anyone who climbs the 7,000 steps may receive tutelage at the monastery, but are only allowed to be taught the Dragon Tongue, Meditation and Philosophy (Way of the Voice) before proceeding any further in their studies. The other skills need to be developed on their own.
Training Costs: Free

Throat/Koraav Gram (Cloud-Watcher): 7 cult skills at 50%, must be a Nord or a Dragonborn, trained with the Greybeards for at least 5 years, spoken with Paarthunax or a divine agent of Kyne. Throats have unlocked the Thu'um within themselves and are able to pronounce words and simple phrases.
Gift: Thu'um (Dragonborn and Nords only)
Training Costs: Free

Tongue/Vun Sinak (Tongue-Finger): 6 cult skills at 70%, learned at least 6 words, memorized the complete story of the Way of the Voice. Tongues are blessed with a draconic vigor from exposure to the Voice in their own training and from their peers. They are expected to spend more and more time in absolute silence, broken only by shouts when revelations are found. Even those who abandon the cult at this stage have difficulty expressing more than a few sentences a day.
Gift: Robust, Healthy
Training Costs: Free

Greybeard/Wuth Om (Old-Hair): 5 cult skills at 90%, learned at least 12 words, debated all Greybeards and the Elder. Greybeards have refined their Voice to monastic perfection, spending so much time in silence and contemplation that they no longer speak normally. In exchange, they enjoy a permanent state of meditation, and their words cannot be stopped. Gags, magical silence and even the physical loss of the tongue, throat or lungs do not impede their Shouts.
Gift: Voice Bender (Language (Dragon Tongue) rolls are not penalized due to Fatigue, voice is always heard)
Training Costs: Free

Elder/Mulhaan Onikaan (Immovable-Wisdom): 4 cult skills at 110%, learned at least 24 words, debated a dragon and won. The Elder has mastered their words to know which are petty, and can speak normally as much as they please, even in the Dragon Tongue. Their task is to guide the world to greater harmony and understanding, and the breath of creation flows through the world, into their heart, and out their lips.
Gift: Dragon Heart (No shouting cooldown)
Training Cost: Free

Bestiary

This Bestiary section attempts to include some of the more iconic or unusual monsters and foes found in the Elder Scrolls series. Some of the creatures that players face can be found in the normal Core Mythras rulebook either wholesale or with minor adjustments, such as Minotaurs, Ogres, Wolves and Frostbite Spiders, in which case an entry will simply include a reference page number and simple conversion instructions. Use Ctrl+F to search for specific monsters.

In converting these monsters to Mythras, the relative lethality of them may change compared to the games. For example, the first creature in this Bestiary, the Alit, is a humble low to mid level randomly spawned encounter. However, if you look at them in game they are almost the size of a horse, and clearly possess rippling musculature, meaning even just going by SIZ alone would put their Damage Modifier at scary levels. If you want to maintain the idea of certain animals being easy or difficult, adjust the Characteristics within the normal range given to replicate things like Stunted or Young creatures, as well as Giant beasts.

In order to round out the behavior of these various creatures as well, a more interpretative approach is taken to determine their typical tactics, rather than just relying on the simple Morrowind, Oblivion and Skyrim creature AI. Few animals should just charge at the players without provocation: refer to the chapter in Mythras that talks

about animal behavior when in doubt. Finally, some creature's entire lore entries consist of one line from an obscure book that may not even be true. Liberties are taken, feel free to change behavior or Passions as you see fit.

Alit



Alits are bizarre, leggy creatures typically encountered around Morrowind, Black Marsh and Elsweyr. Omnivorous, their appearance reflects their voracious appetite, consuming large amounts of rooty vegetables and local animals. Normally solitary, Alits are known to travel in small packs during mating season, their dietary needs causing much trouble for farmers as their livestock is preyed upon.

Alits prefer weak prey that are smaller than themselves, but their hunger can occasionally drive them to act against larger animals. Their muscled legs can allow them to jump surprising heights without warning, almost 3 meters straight up, making them quite maneuverable in rough, rocky terrain. An Alits favored tactic is to punce onto a creature with their Leaper ability repeatedly until they're able to knock them prone, then hold them down with their foot claw and repeatedly savage them with their toothy bite.

Alit		Attributes
STR: 2d6+9 (16)	Action Points	2
CON: 2d6+6 (13)	Damage Modifier	+1d6
SIZ: 2d6+14 (21)	Magicka	4
DEX: 2d6+2 (9)	Movement	10m
INS: 2d6+4 (11)	Initiative Bonus	10
POW: 1d6 (4)	Armor	Tough Scales
	Abilities	Intimidate, Leaper
	Magic	None

1d20	Location	AP/HP
1-3	Right Leg	3 / 7
4-6	Left Leg	3 / 7
7-10	Hindquarters	3 / 8
11-15	Forequarters	3 / 9
16-20	Head	3 / 7

Skills
Athletics 68%, Brawn 60%, Endurance 62%, Evade 54%, Perception 42%, Willpower 36%

Passions

Hunger (Easy Prey) 70%

Combat Style & Weapons
Mouth With Legs (Bite, Foot Claw) 62%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Foot Claw	M	S	1d6 + 1d6	As leg
Bite	L	T	1d8 + 1d6	As head

Ash Poets





Dagoth Ur's divine creations, Ash creatures are Dunmer who have been subjected to the terrible Corpus disease. Weak willed individuals wither and die like the worms they are, gaining increased strength and resilience at the cost of undeath (treat these as simple Zombies who carry a random Blight disease). Those who listen to Dagoth Ur's tempting words through the Dreamsleeve can begin to sleep, and lucky ones can begin to dream, undergoing a terrible metamorphosis. Those who can sleep are called Ash Ghouls, and those who sleep unendingly turn into Ascended Sleepers. As part of this metamorphosis, the front part of the face rots away, leaving them blind, but their ascended state of being grants them Magic Sense. Foolhardy travelers around Red Mountain are advised to drink Sapping potions to avoid attracting unwanted attention.

The only way of maintaining sapience once infected with Corpus is to heed the call of the Sixth House, and so all Ash Zombies, Ghouls, and Ascended Sleepers are invariably fiercely loyal to Dagoth Ur. Collectively, they call themselves Ash Poets. In tune with the songs of Aetherius as they slough off the chains of mortality, their magical knowledge can proceed uninterrupted, learning terrible Destruction spells and hoarding enchanted items in their quest to serve. Despite the name and Undeath ability, Ash

Poets are not technically undead, and are affected by spells and other effects as if they were normal sapient humanoids: particularly, this means they can still drink potions. However, their souls are tainted, and can fit inside non-Black soul gems. The source of magic power is the Head, and so a Major Wound there destroys them.

All Ash Poets carry a random blight disease. They do not suffer its effects, and can always spread it by touch even if it is normally spread by some other method. They do not wield arms or wear armor, the weight and heft unwieldy to those who dream only of magic, though their dried skin forms a tough leathery layer that gives 1 AP on all locations.

The following Characteristics denote an Ash Ghoul. To make Ash Slaves or Ash Zombies, assign them a lower than average POW and reduce their Magic skills by 25%. Ascended Sleepers have enhanced magical and intellectual abilities, boasting a POW of 2d6+9 and INT of 1d6+12. Increase their Magic skills by 35%, their Combat Style by 25%, and all others by 10%. They know all the Shield spells, as well as all Expert and lower Destruction spells. Ascended Sleepers thoroughly enjoy trapping their lairs with Rune, and are always found with an enchanted item (usually of their own making).

Ash Ghoul		**Attributes**
STR: 3d6+2 (13)	Action Points	3
CON: 3d6+2 (13)	Damage Modifier	+1d2
SIZ: 2d6+6 (13)	Magicka	10
DEX: 2d6+5 (12)	Movement	6m
INT: 2d6+6 (13)	Initiative Bonus	13
POW: 2d6+3 (10)	Armor	Desiccated skin, 3 Fire Armor on all locations
	Abilities	Magic Sense, Undeath
	Magic	Destruction 52%

	(Shock, Sapping, 1d2 other spells) Alteration 37% (Shield (Physical), Haste) Other School 30+1d10% (1d3 appropriate spells)

1d20	Location	AP/HP
1-3	Right Leg	1 / 6
4-6	Left Leg	1 / 6
7-9	Abdomen	1 / 7
10-12	Chest	1 / 8
13-15	Right Arm	1 / 5
16-18	Left Arm	1 / 5
19-20	Head	1 / 6

Skills
Athletics 38%, Brawn 46%, Endurance 58%, Evade 44%, Insight 59%, Locale 66%, Lore (Sixth House) 77%, Perception 62%, Willpower 66%

Passions
Loyalty (Sixth House) 92%, Detest (Mortals) 53%

Combat Style & Weapons
Blighted Swipes (Fist) 52%

Weapon	*Size/Force*	*Reach*	*Damage*	*AP/HP*
Fist	S	S	1d3 + 1d2 + Blight disease	As arm

Atronach

Atronachs are often mistaken for golems, but they are in fact fiercely intelligent Daedra summoned from various planes of Oblivion. They use this reputation to trick naive summoners, but otherwise are among the more reasonable Daedra that summoners form relationships with. They are essentially Elementals (Core Mythras pg 241), having forms made of raw Magicka bound to suits of armor, stones, or other hard materials. By default they cannot Engulf, but do possess the other traits. Atronachs can be damaged by normal weapons, but only take half damage (before AP are applied). Enchanted items and spells deal normal damage.

Flame



Flame Atronachs are the natives of Infernace, a realm of endless fire and magma. They constantly radiate intense heat, leaving trails of flame in their hovering wake, making their presence dangerous in areas with plants or wooden buildings (most places). Typical offerings that Flame Atronachs enjoy are red gemstones of any kind and jewelry made of volcanic stones or glass. When a Flame Atronach dies, they explode 1 Round later, treated as an Engulfing attack to all within a number of meters equal to their POW. They can throw gouts of fire a number of meters equal to their POW using their Combat skill. They are immune to fire and vulnerable to frost.

Flame Atronach	**3 cubic meters**	**Attributes**
STR: 2d6+12 (19)	HP	1d6+18 (22)
DEX: 2d6+6 (13)	Protection	2
INT: 2d6+6 (13)	Action Points	3

POW: 2d6 (7)	Movement Rate	8m (hover)
CHA: 2d6+5 (12)	Initiative Bonus	13
	Natural Weapon Size/Damage	L / 1d6
Skills:		
Brawn 58%, Evade 60%, Fly 60%, Perception 53%, Willpower 76%, Combat 69%		

Flesh Colossus



Relmyna Verenim was the first mage to discover Flesh as an element, but the corresponding Flesh Atronachs were closer to powerful undead than true Atronachs and do not possess their traits (treat as a standard Zombie that does not decay). The Flesh Colossus is a culmination of conjuration and Daedric knowledge, first put together by Mannimarco in the 2nd Era: those who seek to summon them must learn the spell from one of his followers. Unlike the petty Flesh Atronachs, the animating Daedric force

allows the Colossus to fight on past the loss of limbs, held aloft by magical energies. Their modified left arms can channel magical energy, which can throw a number of meters equal to their POW using their Combat skill. The element is typically Fire, but Frost is also common.

Flesh Colossus	**3.5 cubic meters**	**Attributes**
STR: 2d6+16 (23)	HP	1d6+21 (25)
DEX: 1d6 (4)	Protection	2
INT: 2d6+4 (11)	Action Points	2
POW: 2d6+3 (10)	Movement Rate	6m
CHA: 1d6 (4)	Initiative Bonus	8
	Natural Weapon Size/Damage	L / 1d10
Skills:		
Brawn 73%, Evade 44%, Perception 52%, Willpower 72%, Combat 72%		

Frost

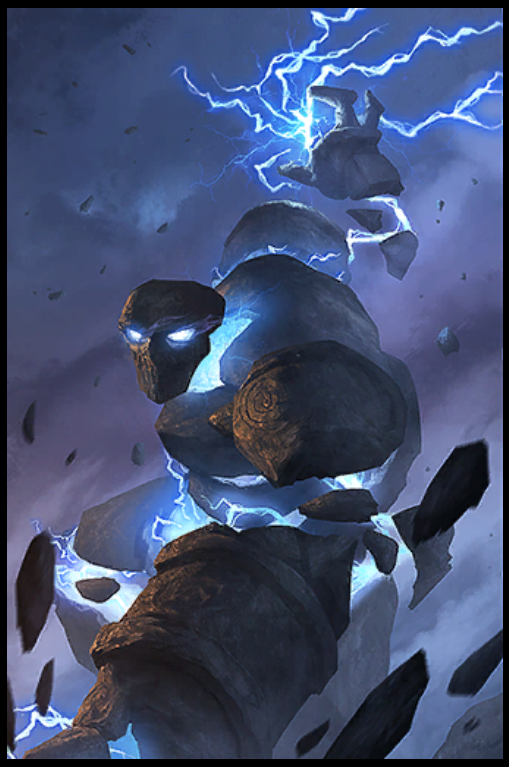


Frost Atronachs are known as chaotic and unorganized compared with other atronachs, but are eager to do simple or monotonous tasks like crushing meaty enemies or guarding prisons. Frost Atronachs are very patient. They readily accept payment in the form of blue gemstones or slaves that can tell good stories.They can throw spears of frost a number of meters equal to their POW using their Combat skill. They are immune to frost and vulnerable to fire.

Frost Atronach	**4 cubic meters**	**Attributes**
STR: 2d6+16 (23)	HP	1d6+24 (28)
DEX: 1d6+8 (12)	Protection	2
INT: 2d6+5 (12)	Action Points	2
POW: 2d6+3 (10)	Movement Rate	6m
CHA: 2d6+3 (10)	Initiative Bonus	12
	Natural Weapon Size/Damage	L / 1d10

Skills:
Brawn 66%, Evade 54%, Perception 57%, Willpower 82%, Combat 75%

Storm



Storm Atronachs are the most fleeting of the atronachs, proud of their power and difficult to make deals with. Unlike the other atronachs they can Engulf. Suitable offerings are gold objects covered in purple gemstones, Orichalum weapons, armor and figurines, and poetry written in their honor. They can throw jolts of electricity a number of meters equal to their POW using their Combat skill. They are immune to shock and vulnerable to nothing.

Storm Atronach	**4.5 cubic meters**	**Attributes**
STR: 2d6+19 (26)	HP	1d6+26 (30)
DEX: 1d6+9 (13)	Protection	3

INT: 2d6+7 (14)	Action Points	3
POW: 3d6+3 (14)	Movement Rate	8m (flying)
CHA: 3d6 (11)	Initiative Bonus	14
	Natural Weapon Size/Damage	H / 1d12
Skills:		
Brawn 72%, Evade 68%, Fly 68%, Perception 61%, Willpower 88%, Combat 81%		

Bear

Core Mythras, Pg 230, except grant 2 Frost Armor on all locations.

Boar

Core Mythras, Pg 230. For the statistics of a Bristleback, grant them +4 STR, CON and SIZ, and give 2 Frost Armor on all locations.

Bonelord



Bonelords are revenants found inside Morrowind tombs, guarding Dunmeri remains. That one line is literally all the lore you get on these, so speculatively, let's assume that Bonelords are the risen remains of the ancestors of that tomb, a common Dunmer non-necromancy practice. We'll assume that since Bonelords have the wherewithal to cast spells, they aren't insane tortured spirits like those in Bonewalkers. Perhaps, they're willing.

Bonelords are the proud ancestral spirits of a specific family bound to their family tomb. Usually the spirits of great warriors and mages, Bonelords are fearsome opponents who split their time between teaching their still living relatives and slicing apart trespassers. Most Bonelords are solitary, though the tombs of extremely large or wealthy families may have two or even three. A typical Bonelord is well trained in the

Dunmeri arts of war: blades and Destruction magic, and that is what the stat block below presents, essentially a modified Intensity 3 Dunmeri Undeath/Ancestor Spirit with 1 extra SIZ. It is entirely possible for Bonelords to have mastered different disciplines.

The source of magic for a Bonelord is their Chest, and only a Major Wound there can destroy them. Although they can fly, Bonelords cannot leave their ancestral tomb, but this doesn't stop them from lurking near dark ceilings or other hiding alcoves. Bonelords know every nook and cranny of their homes, and employ all manner of cunning tactics and tricks with this in mind, leading trespassers into traps or easily collapsible passages.

Bonelord		**Attributes**
STR: 15	Action Points	4 (multi-limbed)
CON: 15	Damage Modifier	+1d2
SIZ: 14	Magicka	19
DEX: 18	Movement	6m (flying)
INT: 13	Initiative Bonus	11
POW: 19	Armor	None
CHA: 11	Abilities	Flying, Immune (Poison, Disease), Life Sense, Undead
	Magic	Destruction 71% (Fire, Diminish (DEX), 1d3 others)

1d20	**Location**	**AP/HP**

1-3	Abdomen	0 / 7
4-6	Right Lower Arm	0 / 5
7-9	Left Lower Arm	0 / 5
10-12	Chest	0 / 8
13-15	Right Upper Arm	0 / 5
16-18	Left Upper Arm	0 / 5
19-20	Head	0 / 6

Skills

Athletics 58%, Brawn 50%, Endurance 72%, Evade 74%, Fly 74%, Lore (Family History) 108%, Perception 82%, Willpower 76%

Passions

Protect (Family Tomb) 83%, Loyalty (Family Clan) 74%

Combat Style & Weapons

Ancestral Master (Longsword, Broadsword, Shortsword) 92%

Weapon	*Size/Force*	*Reach*	*Damage*	*AP/HP*
Longsword	M	L	1d8 + 1d2	6 / 12
Broadsword	M	M	1d8 + 1d2	6 / 10
Shortsword	M	S	1d6+1d2	6 / 8

Fist	S	S	1d3+1d2	As arm

Bonewalker



Bonewalkers are the spirits of dishonored ancestors or even ancestral enemies that are bound against their will into stitched and heaping flesh golems, sharp bone spikes splitting out everywhere. This process drives them mad, making even clever spirits raving and bloodthirsty, resulting in losing a d6 for INT, POW and two for CHA. The Dunmer use Bonewalkers to guard their ancestral tombs, their warding magics preventing the Bonewalkers from leaving.

They are ritualistically unable to harm members of the clan that has raised them, but this doesn't stop them from being unpleasant or pettish while they're around. When a tomb contains both Bonewalkers and Bonelords, they usually operate in separate areas so as not to thin the patience of the Bonelords.

Bonewalkers always carry some kind of foul disease (usually Brown Rot), on top of their flesh harboring a horrible curse. Anyone who is struck (unsuccessful parry) by a Bonewalker must make an Endurance roll against the original attack roll or immediately

lose 1d6 points of STR and half that amount of CON. This curse is only lifted if the Bonewalker dies, returning 1d10 minutes laters, or if the trespasser leaves the tomb, returning 1d2 hours later. The source of their magic is either the Head or Chest, depending on the clan's specific traditions, and only a Major Wound in that location can destroy them.

Some clans create truly massive flesh golems, so called Greater Bonewalkers. Raise their STR, CON and SIZ by 6.

Bonewalker		**Attributes**
STR: 3d6+6-2 (15)	Action Points	2
CON: 3d6+6-2 (15)	Damage Modifier	+1d4
SIZ: 3d6+8-2 (17)	Magicka	7
DEX: 3d6-2 (9)	Movement	6m
INT: 1d6+6-2 (8)	Initiative Bonus	9
POW: 2d6 (7)	Armor	None
CHA: 1d6 (4)	Abilities	Characteristic Drain (STR, CON), Immune (Poison), Undead
	Magic	None

1d20	**Location**	**AP/HP**
1-3	Right Leg	0 / 7
4-6	Left Leg	0 / 7
7-9	Abdomen	0 / 8

10-12	Chest	0 / 9
13-15	Right Arm	0 / 6
16-18	Left Arm	0 / 6
19-20	Head	0 / 7

Skills
Athletics 63%, Brawn 84%, Endurance 70%, Evade 34%, Perception 32%, Willpower 45%

Passions
Dislike (Clan Which Raised Them) 56%, Kill (Trespassers) 67%

Combat Style & Weapons
Bone Cruncher (Bone Claws) 72%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Bone Claws	M	M	1d4 + 1d4 + Curse	As arm

Chaurus



Chaurus are unusual four-legged bug-like creatures that dwell within deep caverns underneath Tamriel. They've been domesticated by the Falmer, raised for meat, chitin, and milk (venom). While they are able to climb on walls (and slowly on ceilings), they prefer the ground, close to their large stalagmite like egg sacs. Chaurus are fierce animals, heavier and stronger than most humans while bearing acidic spittle and sharp mandibles. Despite being venomous themselves, they are not immune to other poisons or diseases.

Chaurus constantly produce a concentrated acid from a special organ inside their mouth that can be spit accurately many meters away (2 Close, 5 Effective, 10 Long). Chaurus need 1d2+1 Rounds to generate enough spit to fire again, and prefer to stay at long range rather than engage in close combat. The acidic, venomous spittle is treated as a Strong acid, affecting first the AP, then HP of hit locations, or the AP/HP of shields that successfully parry it. Any spit that deals HP damage (past armor) prompts an opposed Endurance check from the victim, with the venom's potency equal to the Chaurus' Endurance. Failure indicates the victim begins to lose their hearing and vision, inflicting a 1 grade penalty to all sight/hearing related rolls, worsening to 2 grades after 1d3 Rounds and 3 grades (complete blindness/deafness) another 1d2 minutes after that. Vision and hearing is abruptly restored 1d6 minutes after this. The acidic spit is

also transferred through the mandibles of a chaurus, but it is only treated as a Weak acid and the potency for the venom effect is halved.

Chaurus prefer to nest in small family structures of 1d4+1 individuals, and although they may lay up to 30 eggs at a time, they do not care for their young and few survive until adulthood. Falmer force chaurus into larger groups and care for the eggs, resulting in larger nests that have to be fenced off to avoid infighting. Chaurus meat is supposedly extremely delicious, though only the thick white meat in the midsection can be safely eaten.

Chaurus		**Attributes**
STR: 3d6+3 (14)	Action Points	2
CON: 3d6+3 (14)	Damage Modifier	+1d4
SIZ: 3d6+3 (14)	Magicka	4
DEX: 3d6 (11)	Movement	6m
INS: 2d6+2 (9)	Initiative Bonus	10
POW: 1d6 (4)	Armor	Chitin
	Abilities	Adhering, Formidable Natural Weapons
	Magic	None

1d20	**Location**	**AP/HP**
1-3	Forceps	6 / 5
4-5	Right Back Leg	6 / 5
6-7	Left Back Leg	6 / 5

8-11	Abdomen	6 / 8
12-13	Right Front Leg	6 / 5
14-15	Left Front Leg	6 / 5
16-18	Thorax	6 / 8
19-20	Head	6 / 6

Skills
Athletics 64%, Brawn 60%, Endurance 62%, Evade 44%, Perception 52%, Stealth 36%, Willpower 31%

Passions
Protect (Eggs) 63%

Combat Style & Weapons
Venomous Spitter (Spit, Mandibles) 67%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Spit	S	2/5/10 meters	Strong acidic venom	-
Mandibles	M	M	1d8 + 1d4 + weak acidic venom	As head

Clannfear



Clannfears are Daedra of low station. Though they are intelligent, they are prone to tempers and doomed to grunt work in the planes of Oblivion. Their lack of manipulating digits and hunched postures makes most tool use impractical, and so clannfear are most often used as foot soldiers and scouts for invading armies. A keen sense of smell allows them to track prey exceptionally well, and the best trackers can earn something approaching esteem under the employ of Daedric sport hunters. Though they can speak and declare allegiances, clannfear are nevertheless painfully branded with the symbol of their owner.

Clannfear live in small tribal units on their own, though this culture is completely dead. The few egg clutches not strictly controlled by their overlords are sold at high prices, buyers eager to own what they view as the equivalent of intelligent bloodhounds that imprint on them like birds.

Clannfears initiate combat by making use of their Leaper ability, fearlessly jumping into engagement, aiming to get past the long reach of weapons like polearms.

Their head is protected especially well by a triceratops-like bony ridge, meaning they prefer to lead with bites rather than keeping at range with their claws.

Chaurus		**Attributes**
STR: 2d6+6 (13)	Action Points	3
CON: 2d6+6 (13)	Damage Modifier	+1d2
SIZ: 2d6+8 (15)	Magicka	7
DEX: 2d6+7 (14)	Movement	8m
INT: 2d6+4 (11)	Initiative Bonus	13
POW: 2d6 (7)	Armor	Scales, 1 Fire Armor and -1 Shock Armor on all locations
	Abilities	Leaper, Night Sight
	Magic	None

1d20	**Location**	**AP/HP**
1-2	Tail	2 / 6
3-5	Right Leg	2 / 6
6-8	Left Leg	2 / 6
9-11	Abdomen	2 / 7
12-14	Chest	2 / 8
15-16	Right Arm	2 / 5

17-18	Left Arm	2 / 5
19-20	Head	5 / 6

Skills
Athletics 67%, Brawn 58%, Endurance 56%, Evade 54%, Perception 62%, Track 74%, Willpower 51%

Passions
Loyalty (Owner) 58%

Combat Style & Weapons
Saur Leaper (Bite, Claw) 62%

Weapon	*Size/Force*	*Reach*	*Damage*	*AP/HP*
Bite	M	S	1d8+1d2	As arm
Claw	M	M	1d6+1d2	As head

Cliff Racer



Cliff racers are vicious pests that hang around high elevation areas in Morrowind, hunting from cliffs, hills and in some cases nesting in tall buildings. Their bodies contain strange alchemical processes that allow them to almost levitate in place with minimal flapping, despite being relatively heavy for a flying animal. Their diet mostly consists of meat from medium sized animals and livestock, though their aggressiveness is legendary, attacking even large groups of predators with no heed. They also scavenge anything that is left out, and will eat even vegetable products if seemingly only to annoy farmers.

They prefer to swarm in groups of 2d4 individuals, their tactics involving performing repeated Diving Strikes, hoping to land a Bleed before perching somewhere and waiting. If a cliff racer is slain, its brethren will leap upon its corpse and begin feasting, distracting the rest of the pack but making the recovery of their alchemically useful plumes difficult unless the entire swarm is wiped out.

Chaurus		**Attributes**
STR: 2d6+2 (9)	Action Points	3

CON: 2d6+3 (10)	Damage Modifier	-1d2
SIZ: 2d6+1 (8)	Magicka	2
DEX: 2d6+10 (17)	Movement	2m, 12m (flying)
INS: 2d6+4 (11)	Initiative Bonus	14
POW: 1d3 (2)	Armor	Leather
	Abilities	Diving Strike, Flying
	Magic	None

1d20	Location	AP/HP
1-4	Tail	1 / 4
5-8	Abdomen	1 / 5
9-12	Chest	1 / 6
13-15	Right Wing	1 / 3
16-18	Left Wing	1 / 3
19-20	Head	1 / 4

Skills
Athletics 41%, Brawn 33%, Endurance 40%, Evade 60%, Fly 71%, Perception 64%, Willpower 31%

Passions
Fight (Anything That Moves) 80%

Combat Style & Weapons
Racing Bite (Bite) 66%

Weapon	*Size/Force*	*Reach*	*Damage*	*AP/HP*
Bite	S	T	1d4-1d2	As arm

Daedroth



Molag Bal and Mehrunes Dagon are two stones cracked from the same lightning bolt. The enslavement and domination of sapient species, and their self-absorbed destruction in revolution and change are two sides of the same coin, two branches pruned from the same tree, two faces worn at once by all who dare wear faces.

Daedroths do not wear faces. They eat them. The rules of their lords do not concern them. Ambition and dominion and subjugation are complex enough to warrant their triviality. All that matters is that their masters let them feast on flesh, hear the crackle of burnt fat and crunch of wet rib cages splintering under their killing claws. Almost two and a half meters tall, at least 220 kg, in this corner we have the eternal hunger, that which seeks your end and knows where you and your family live. In your corner there is you, who has not made peace with death. Their rippling muscles are barely held together by scales unsloughed by the fierceness of Oblivion, what hope has your sword? Cry and cringe, and you may survive. Daedroths love a good fight more than granting a simple death.

They know how to savor a kill. Swirl it in the glass, give it a quick sniff. Tear away the weapon and shield, close in. Daedroths catch your implements, then catch you. Don’t run, they smell your smallest scratch. Don’t hide, their breath burns away any comfort of the shade. Stand and fight, let your pathetic flame of glory be snuffed by claws shaped perfectly to tear out your heart.

A Daedroth’s Breathe Flame ability extends a number of meters away equal to half its CON, and a number of meters wide equal to one quarter its CON. Both normal armor and Fire Armor protect against its damage, and flammable materials are generally subject to igniting if within range, wreaking great devastation in the towns of Tamriel. A successful opposed Evade check halves this damage. A Daedroth who attempts to Breathe Flame more than once in an hour must make an Endurance roll, with failure meaning they gain a level of fatigue. Subsequent attempts make the Endurance roll 1 grade harder each time, the penalty lasting until fatigue is fully recovered.

Daedroth	**Attributes**

STR: 2d6+16 (23)	Action Points	3
CON: 2d6+12 (19)	Damage Modifier	+1d10
SIZ: 2d6+18 (25)	Magicka	14
DEX: 3d6+5 (16)	Movement	6m
INT: 2d6+5 (12)	Initiative Bonus	14
POW: 3d6+3 (14)	Armor	Thick Scales, 4 Fire Armor, 2 Frost Armor, -1 Shock Armor on all locations
CHA: 2d6 (7)	Abilities	Blood Sense, Breathe Fire, Formidable Natural Weapons, Grappler, Terrifying
	Magic	None

1d20	Location	AP/HP
1-3	Tail	5 / 8
4-5	Right Leg	5 / 9
6-7	Left Leg	5 / 9
8-10	Abdomen	5 / 10
11-14	Chest	5 / 11
15-16	Right Arm	5 / 8
17-18	Left Arm	5 / 8

19-20	Head	5 / 9

Skills
Athletics 55%, Brawn 87%, Endurance 88%, Evade 56%, Insight 63%, Perception 64%, Track 70%, Willpower 62%

Passions
Love (Fighting) 90%, Love (Killing) 64%

Combat Style & Weapons
Daedroth Warrior (Bite, Claw) 82%, Flame Breath 80%

Weapon	*Size/Force*	*Reach*	*Damage*	*AP/HP*
Claw	L	M	1d8+1d10	As arm
Bite	L	S	1d8+1d10	As head
Flame Breath	Special		3d6	

Dragons

Core Mythras, pg 273, use the statistics for a Wyvern. Grant them the Breathe Flame ability, adjusting to something like Breathe Frost if desired.

Draugr

Core Mythras, pg 274, use the statistics for a Zombie. Assume that no days have passed for degradation (no Characteristic penalties), and that the original spirit inhabits the body, treated as an Undeath spirit, Intensity 1 or 2 for normal encounters and 3 or above for Deathlords, etc. Give appropriate weapon skills and ancient Nordic armor (usually only Half Plate or Mail survives the tombs, softer armors having rotted away).

Dremora



No fear in the heat of battle, no rest except when slain, waking up from the plasm to once more prove themselves in war, this is the way of the Dremora. The chaotic creatia all around the various realms of Oblivion gathers in great pools and pulls dead dremora souls into it, forming their bodies as they were in life. Immortality.

Culture

It is understandable why they have a different perspective on things. Their society is organized into a complex military caste system, where advancement in even simple ranks can take decades. They live to serve those of a higher station, all the way up to their preferred Daedric Lord. Historically serving either Molag Bal or Mehrunes Dagon, this means they are aligned with destruction, domination, shock, awe, salting of your earth and eating of your heart. Although less violent professions like crafters exist in their society, adventurers will overwhelmingly only find Dremora who hunt mortals for sport.

- Customs +40%, Native Tongue (Daedric) +40%
- Standard Skills: Athletics, Brawn, Deceit, Endurance, First Aid, Insight, Locale, Perception
- Professional Skills: Courtesy, Craft (Any), Culture (Any), Healing, Language (Any), Lore (Strategy and Tactics)

Cultural Passions

- Loyalty (Daedric Lord)

Professions

Any

The three basic combat professions, Archer, Fighter and Warlock are presented here. Each profession knows a spell school with a % equal to their Combat skill, and they know 1d3-2 spells per school plus 1 for each rank above Churl. Churl's and Caitiffs are allowed to use weapons and armor of simple make (called Dremora, but effectively just Steel), Kynval and Kynreeves can use enhanced weaponry (as Glass), while the officer ranks of Kynmarchers and above have access to Daedric material. Valkynaz, the warrior dukes, always carry 1d3+1 enchanted items.

Dremora		**Attributes**
STR: 2d6+6 (13)	Action Points	3

CON: 2d6+6 (13)	Damage Modifier	+1d2
SIZ: 2d6+6 (13)	Magicka	13
DEX: 2d6+6 (13)	Movement	6m
INT: 2d6+6 (13)	Initiative Bonus	13
POW: 2d6+6 (13)	Armor	Horned head, 2 Fire Armor, -1 Shock Armor on all locations. Worn armor depends on rank.
CHA: 2d6+6 (13)	Abilities	Immortality
	Magic	Archers know Illusion, Fighters know Restoration, and Warlocks know Destruction, Alteration, and Restoration.

1d20	Location	AP/HP
1-3	Right Leg	0 / 6
4-6	Left Leg	0 / 6
7-9	Abdomen	0 / 7
10-12	Chest	0 / 8
13-15	Right Arm	0 / 5
16-18	Left Arm	0 / 5

19-20	Head	2 / 6

Rank	Skills
Churl	Athletics 56%, Brawn 56%, Deceit 44%, Endurance 56%, Evade 56%, Insight 50%, Perception 41%, Willpower 66%, Combat 61%
Caitiff	+10% all, Lore (Strategy and Tactics) 43%
Kynval	+20% all, Lore (Strategy and Tactics) 56%
Kynreeve	+30% all, Lore (Strategy and Tactics) 69%
Kynmarcher	+35% all, Lore (Strategy and Tactics) 83%, Courtesy 60%
Markynaz	+45% all, Lore (Strategy and Tactics) 96%, Courtesy 75%
Valkynaz	+55% all, Lore (Strategy and Tactics) 114%, Courtesy 90%

Passions
Loyal (Daedric Lord) 75%

Combat Style, Weapons & Armor
Archer - Marksman, Short Blade - Padded, Laminated
Fighter - Axe, Blunt, Hand to Hand, Long Blade, Shield - Mail, Articulated Plate
Warlock - Short Blade - Cloth, Padded

Dreugh



Dreugh are ancient creatures, supposedly once the twisted forms of Altmer, or perhaps more simply the first beastfolk. Whatever they were then, they have fallen far from former glory, possessing only animal intelligence and living to lay eggs. The dreugh lifecycle consists of two forms, land and water. Dreugh spend most of their life in the water as half-octopi, before shedding their tentacles to become half-crabs as they scuttle onto land to lay their eggs. The land form is thus the most commonly interacted with, which persists for approximately a year before they return to the sea.

Land dreugh possess sharp taloned hands and scythes on their backs, which produce a jolting electrical shock at their choosing. This jolt causes struck locations to suffer electrical burns, dealing an additional 1d3 points of Shock damage and forcing

the foe to make an Endurance roll opposed by the original attack roll or have the location be stunned, exactly as Stun Location. A land dreugh use CON x 2 instead of CON + SIZ for determining the Hit Points of its more human-like portion.

Most land dreugh are aggressive, laying down their lives to protect the egg clutches they've laid near the coast, but usually stop fighting if a foe is knocked unconscious. The defeated foe will be in for a worse fate, as they awaken covered in a cocoon of mud, hungry dreugh hatchlings climbing towards them eager for a non-yolk meal.

Water dreugh are supposedly more intelligent, but are very rarely spotted. Perhaps they hold some great civilization under the waves that no man nor mer has seen.

Land Dreugh		**Attributes**
STR: 2d6+12 (19)	Action Points	2
CON: 2d6+12 (19)	Damage Modifier	+1d10
SIZ: 3d6+16 (27)	Magicka	10
DEX: 3d6 (11)	Movement	8m, 4m (water)
INS: 2d6+4 (12)	Initiative Bonus	12
POW: 2d6+3 (10)	Armor	Chitin, 2 Magic Armor, -3 Frost Armor on all locations
	Abilities	Formidable Natural Weapons, Intimidate, Jolting Touch
	Magic	None

1d20	Location	AP/HP
1-2	Right Hind Leg	7 / 10
3-4	Left Hind Leg	7 / 10
6-8	Abdomen	7 / 11
9	Left Scythe	5 / 7
10	Right Scythe	5 / 7
11-12	Right Front Leg	7 / 10
13-14	Left Front Leg	7 / 10
15-16	Chest	7 / 10
17	Right Arm	7 / 7
18	Left Arm	7 / 7
19-20	Head	7 / 8

Skills
Athletics 54%, Brawn 72%, Endurance 64%, Evade 56%, Perception 43%, Swim 72% Willpower 40%

Passions
Protect (Eggs) 95%

Combat Style & Weapons
Egg Defender (Claw, Scythe) 74%

Weapon	*Size/Force*	*Reach*	*Damage*	*AP/HP*
Claw	L	M	1d6+1d10	As arm
Scythe	L	L	1d6+1d10+Jolt	As head

Dwemer Animunculi

The Dwemer left many things behind. They disappeared in the 1st Era, and their machines continue, whirring spittling steam into even the 4th Era. Machines that do nothing but maintain other machines, and those that do maintenance of the maintenance, backups of backups, planned resilience for a user that no longer exists. The constructs presented here are called Animunculi, as they seem to possess some level of animal intelligence in their tasks.

Going by old Bethesda forums for the concepts of the Animunculi, they are powered by high-pressure steam, with a soul gem acting as a neural node that allows them to direct the steam to perform their programmed tasks with a strong degree of autonomy. The soul gem is not the power source, just the director of it. While Dwemer experimented with putting souls into machines, anytime it was done they would go mad. Lore on tonal architecture heavily implies that Dwemer discovered that remnants of souls are left behind when soul gems were drained, and those soul fragments could be annealed together to form something larger. In essence, these remnants were used to construct entirely artificial souls, which were used by a tonal architect to create a resonance pattern for the soul to follow. Basically, they programmed artificial souls to follow certain instructions. All this to say that the Animunculi will have INS.

Since they require high-pressure steam to function, there is actually little that needs to be done in terms of special combat rules. Losing a metallic arm means the hydraulics within the machine will start to leak steam, slowly causing it to cease functioning: just like with a biological being. Indeed, it would also make sense that Animunculi should also be vulnerable to Bleed, perhaps with puncturing a major pipe

that slowly causes the construct to lock up as it can no longer move (fatigue stacking). Constructs can be repaired with Mechanisms as if it were the Healing/First Aid skill, requiring proper tools and scrap metal, of course.

It also makes sense that these machines would be subject to fatigue from normal combat rounds as well, having to exert more energy to keep up their reflexes (though they all have very high Endurance scores). In game, we see that there are several areas that these machines use to recharge, so using fatigue is a fine stand in for the "steam charge" they hold.

Regarding elemental resistances, being powered by steam means Dwemer constructs ought to have a penalty to Frost Armor rather than immunity to it like they did in Skyrim. However, they're very resistant to Magic, meaning the penalty will just be canceled out.

Dwemer Centurion



The Dwemer Centurion are massive constructs that guard the deepest sites of Dwemer ruins. They are typically found on charging gantries, and will activate to defend an area when specific conditions are met (lock fit with improper key/switch pulled/machinery harassed). All Centurions will also activate if they are touched, making it difficult to tamper with them. Their immense size means that melee attackers should roll a d10 for hit location instead of d20, as the upper portions cannot be reached.

Dwemer Centurions can also Breathe Steam: this is just like Breathe Fire, except normal armor only protects for half its value, though Fire Armor protects as normal. Centurions can only Breathe Steam once before needing to recharge for at least 1 hour in a gantry. If a Centurion has already used Breathe Steam but cannot reach distant attackers, it will attempt to find cover or simply smash whatever doors, pillars or towers the attackers are hiding in. It is fine with destroying stonework, but they will always avoid damaging Dwemer pipes if possible.

Dwemer Centurions operate using a full Grand soul gem and a centurion dynamo core, both highly valuable materials that can be scavenged if defeated. The dynamo core ensures that Centurions will always have a power source even if away from a charging gantry, and their fatigue level can never drop below Exhausted.

Dwemer Centurion		**Attributes**
STR: 29	Action Points	2
CON: 26	Damage Modifier	+2d6
SIZ: 34	Magicka	13
DEX: 7	Movement	8m
INS: 2d6+6 (13)	Initiative Bonus	10
POW: 2d6+6 (13)	Armor	Dwemer Plate, 4 Magic Armor, -1 Shock Armor, -4 Frost Armor

	Abilities	Breathe Steam, Immune (Illusion, Poison, Disease)
	Magic	None

1d20	Location	AP/HP
1-3	Right Leg	10 / 12
4-6	Left Leg	10 / 12
7-9	Abdomen	10 / 13
10-12	Chest	10 / 14
13-15	Right Arm	10 / 11
16-18	Left Arm	10 / 11
19-20	Head	10 / 12

Skills
Athletics 65%, Brawn 110%, Endurance 120%, Evade 50%, Perception 60%, Willpower 100%

Combat Style & Weapons
Heavy Metal (Dynamo Hammer, Spring Axe, Kick) 100%, Breathe Steam 90%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Dynamo	E	L	1d12+2d6	Right arm

Hammer				
Spring Axe	H	VL	1d10+1+2d6	Left arm
Kick	H	M	1d8+2d6	As leg
Breathe Steam	Special		3d6	As head

Dwemer Sphere



Dwemer Spheres are the common guardians of Dwemer ruins and cities, directed to eliminate intruders as efficiently as possible. They normally lurk inside tubes,

keeping at full charge until their presence is needed, summoned by triggers in the surrounding area. Spheres can also patrol areas in strict shifts, ensuring all spheres keep charged. Some particularly decrepit ruins may not have enough spheres to keep a full patrol. As the name suggests, Dwemer spheres can fold into small balls, allowing them to travel very fast through tight spaces like pipes (treat their SIZ as half normal). If folded in this way, roll a d6 for the hit location. Their form of motion works somewhat like treads, meaning that they can move over most terrain but can't traverse vertically very well. They are perfectly happy to shoot those who do try their hand at climbing.

The two weapons that Dwemer spheres use when unfolded are a springblade on the right arm, and a crossbow on the left, carrying by default 20 Dwemer bolts. Unlike normal crossbows, the sphere's damage modifier is added to its damage, and it takes 3 Turns to load. Their arms can also function partially independently of each other: this means that a Dwemer sphere can Load their crossbow as a Free action on their turn, allowing them to attack with their sword while still reloading. It still takes an Action Point to shoot it.

Dwemer spheres operate using a full Common soul gem, which can be scavenged if they are disassembled.

Dwemer Sphere		**Attributes**
STR: 24	Action Points	3
CON: 21	Damage Modifier	+1d6
SIZ: 15	Magicka	13
DEX: 13	Movement	10m
INS: 2d6+5 (12)	Initiative Bonus	13
POW: 2d6 (7)	Armor	Dwemer Plate, 4 Magic Armor, -1 Shock Armor, -4 Frost Armor
	Abilities	Immune (Illusion,

		Poison, Disease)
	Magic	None

1d20	Location	AP/HP
1-3	Right Sphere Side	8 / 8
4-6	Left Sphere Side	8 / 8
7-9	Abdomen	6 / 9
10-12	Chest	8 / 10
13-15	Right Arm	8 / 7
16-18	Left Arm	8 / 7
19-20	Head	8 / 8

Skills
Athletics 75%, Brawn 80%, Endurance 100%, Evade 70%, Perception 50%, Willpower 80%

Combat Style & Weapons
Contoured Guard (Springblade, Crossbow) 80%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Springblade	M	L	1d8+1d6	Right arm
Crossbow	L	20/100/200	1d6+1d6	Left arm

Dwemer Spider



Dwemer spiders are the dripping blood of a Dwemer ruin. They carry out tireless maintenance, fixing pipes, clearing rubble and generally keeping things sterile. Very sterile. You won't find rats in any Dwemer abode as long as the spiders are around. Their claws are usually too short to snip off any vermin tails, but they can produce an electrical discharge in their bodies that is sure to smite them.

This is treated as an Intensity 1 Shock spell combined with Ranged, meaning it deals 1d4 Shock damage, is resisted with Willpower, and if the resistance fails it deals half damage to 1d2 adjacent locations. The spider makes this attack using their Combat Style, and each use drains 1 Magicka. Even if out of Magicka, Dwemer spiders explode with electricity when slain, effectively casting an Intensity 1 Mass Shock spell on their location that affects everything within 2 meters.

Spiders have only rudimentary combat tactics, as they were only designed to scare off intruders to continue doing maintenance rather than face them directly. Unlike the other Animunculi they will cut off a fight if their foes run away.

Dwemer spiders have the Adhering ability, but only for metal surfaces. Otherwise they must climb normally, though they are very good at it.

Dwemer Spider		**Attributes**
STR: 13	Action Points	3
CON: 10	Damage Modifier	-1d2
SIZ: 6	Magicka	2
DEX: 16	Movement	6m
INS: 2d6+4 (11)	Initiative Bonus	14
POW: 1d3 (2)	Armor	Dwemer Plate, 4 Magic Armor, -1 Shock Armor, -4 Frost Armor
	Abilities	Adhering (Metal), Explode, Immune (Illusion, Poison, Disease)
	Magic	None

1d20	**Location**	**AP/HP**
1-2	Right Rear Leg	6 / 4
3-4	Left Rear Leg	6 / 4
5-6	Right Mid Leg	6 / 4

7-8	Left Mid Leg	6 / 4
9-11	Body	6 / 6
12-13	Right Front Leg	6 / 4
14-15	Left Front Leg	6 / 4
16-17	Right Arm	6 / 3
18-19	Left Arm	6 / 3
20	Top Gyro	4 / 4

Skills
Athletics 55%, Brawn 50%, Endurance 80%, Evade 60%, Perception 40%, Willpower 60%

Combat Style & Weapons
Vermin Slayer (Claws, Shock) 60%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Claws	S	S	1d3-1d2	As arm
Shock	Special		1d4, half damage to 1d2 adjacent locations	As top gyro

Falmer



Formerly the Snow Elves, now the Betrayed. A fairy tale to scare your kids to sleep given stinking, mocking form. The Snow Elves were being systematically hunted and enslaved by Ysgramor and his Five Hundred Companions, and so desperate, they made a deal with the Dwemer: sanctuary in the deeps. The Dwemer agreed, but under the condition they became a permanent underclass. The Dwemer forced the Falmer to consume quantities of toxic fungi that turned them blind, and then the Dwemer disappeared.

The Falmer were left alone in the deeps, and generations of toxic buildup changed them into the slavering goblin-like creatures of today. They are intelligent, but their minds are not occupied with very healthy concepts. Stick a starving elf in a sharp, cold, pitch black box and watch how quickly their perspectives and philosophies on life change. They light fires, but only for warmth. They practice animal husbandry, but only know to care for acid spewing man sized earwigs. They know love, but they only feel it when wrapped in vengeance. All are taught the wrongs that were done to them.

In lieu of eyes, Falmer have very keen hearing that manifests as Earth Sense,

allowing them to sense movement accurately enough to even use missile weapons. This Earth Sense only extends to a number of meters equal to their INT up close, but of course loud noises can carry very far in tight caves. Falmer outside of enclosed spaces can become disoriented easily. Those who've been near Falmer will tell you of their unmistakable rotting smell which lingers beyond their presence: you will smell them at the same time they hear you.

Given their tolerance for toxins, Falmer find all Endurance and Willpower rolls against poisons 2 grades easier. They also poison every weapon they use and arrow they fire. This can be any poison, but the most common is a mix of toxic mushrooms and chaurus spit. The poison's potency is equal to the Lore (Toxicology) of the Falmer who made it (usually the combatant).

Falmer Poison

If injured by a weapon or arrow coated in Falmer Poison, the victim must make an opposed Endurance roll against its potency. Failure means the poison has taken hold, and 1d3 Round later they begin feeling groggy, suffering from Exhaustion. The victim will continue to lose a level of fatigue each Round after this until they reach Exhausted, after which they stop losing fatigue and fall Unconscious for the duration of the poison. Falmer usually use this poison to kidnap warriors for use in profane animistic rituals.

Application: Injury *Potency: ???%* *Resistance: Endurance*

Onset Time: 1d3 Rounds *Duration: 1d4 hours*

Conditions: Exhausted, fatigue loss, then Unconsciousness.

Antidote/Cure: The Healing skill can be used to stop the poison's effects, but any lost fatigue levels (including the initial one from Exhaustion) must be rested away normally. After falling Unconscious, the Healing skill permits an unopposed Endurance roll, success meaning the victim wakes up.

Falmer		Attributes
STR: 2d6+4 (11)	Action Points	3
CON: 3d6+3 (14)	Damage Modifier	None
SIZ: 2d6+4 (11)	Magicka	11
DEX: 3d6+2 (13)	Movement	6m
INT: 2d6+5 (12)	Initiative Bonus	13
POW: 3d6 (11)	Armor	None. Some may wear Chitin Mail.
CHA: 2d6 (7)	Abilities	Earth Sense, Resist Poison
	Magic	Mostly animistic practices, or Destruction/Enchanting /Mysticism for spell schools

1d20	Location	AP/HP
1-3	Right Leg	0 / 5
4-6	Left Leg	0 / 5
7-9	Abdomen	0 / 6
10-12	Chest	0 / 7
13-15	Right Arm	0 / 4
16-18	Left Arm	0 / 4

19-20	Head	0 / 5

Skills
Athletics 52%, Brawn 42%, Endurance 58%, Evade 62%, Locale 64%, Lore (Toxicology) 54%, Perception 71%, Willpower 52%

Passions
Slay (Trespassers) 65%, Hate (Surface Dwellers) 54%

Combat Style & Weapons
Falmer Warrior (Chitin Sword, Chitin Axe, Chitin Shield) 62%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Chitin Sword	M	M	1d8	6 / 8
Chitin Axe	M	M	1d6+1	6 / 6
Chitin Shield	L	S	1d4	6 / 10

Frostbite Spider

Core Mythras, pg 267, Giant Spider. Use the venomous variant, but also allow them to spit the venom a number of meters away equal to their STR at half potency, 2d4 Rounds between spits. For the more common smaller spiders, subtract 10 SIZ, 4 STR and 4 CON and reduce skills by an extra 10%. For the miniature spiders subtract 22 SIZ, 10 STR and 10 CON and reduce skills by 25%.

Ghost

Core Mythras, pg 153, use a Wraith Spirit. Allow them to be damaged only by enchanted weapons or magic.

Giant

Core Mythras, pg 245, Giant. Skyrim Giants typically wear fur or hide armor on their legs and abdomen. Change their Passions to Protect (Mammoths) 75%.

Goblin

Core Mythras, pg 246, Goblin/Orc. Goblins rarely use armor much more advanced than fur or hide.

Guar



Guar are the main pack animals of Morrowind, their tough scales and peevish dispositions valuable assets compared to horses; horses in Morrowind are instead raised as a luxury meat. Guar provide leather, meat, and milk to many farms, a safe investment due to having few predators willing to fight a toothy dinosaur.

Guar are normally quite tame, think donkeys on a good day. They're quicker to defend themselves than run, nipping people they don't like and viciously biting actual attackers, though they are clumsy at it. Their arms are almost vestigial, and as such are not listed as weapons.

Falmer		**Attributes**
STR: 2d6+15 (22)	Action Points	2
CON: 2d6+6 (13)	Damage Modifier	+1d10
SIZ: 2d6+21 (28)	Magicka	7
DEX: 3d6 (11)	Movement	10m
INS: 2d6+4 (11)	Initiative Bonus	11

POW: 2d6 (7)	Armor	Hide
	Abilities	Intimidate
	Magic	None

1d20	Location	AP/HP
1-3	Tail	3 / 9
4-6	Right Leg	3 / 9
7-9	Left Leg	3 / 9
10-12	Hindquarters	3 / 10
13-15	Forequarters	3 / 11
16	Right Arm	3 / 6
17	Left Arm	3 / 6
18-20	Head	3 / 9

Skills
Athletics 54%, Brawn 72%, Endurance 66%, Evade 40%, Perception 44%, Willpower 34%

Combat Style & Weapons
Eager Chomper (Bite) 52%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***

Bite	L	M	1d8+1d10	As head

Hagraven



Haha yeah, I'm using the concept art because there's no good official art. Hagravens were once human, having traded that life away in exchange for phenomenal magical powers. Although they are associated with the Reachmen, most of whom are Bretons, the first hagravens were actually Bosmer from the Wild Hunt. The ritual to create them seemed to work especially well on the Bretons, though the remnants of their Green Pact still live on. Hagravens love eating raw humans whole, especially if they're alive, and especially their eyeballs.

Supposedly they have their own Daedric lord they serve, not related at all to

Nocturnal, though she is sympathetic to them. Their aims tend towards a perversion of harmonious natural living, growth in rotten soil. Their claws are tinged with this foulness, always carrying a disease, usually Witbane or the Rattles.

They are Experts of Destruction and Restoration, healing their allies and gleefully cackling as they throw Ranged Mass Fire at enemies, or Mass Diminish (STR) for those who get too close. Although they are sapient, their souls are twisted enough to be trapped in non-Black soul gems.

Falmer		**Attributes**
STR: 2d6+8 (15)	Action Points	3
CON: 2d6+6 (13)	Damage Modifier	+1d4
SIZ: 2d6+9 (16)	Magicka	7
DEX: 3d6+3 (14)	Movement	10m
INT: 2d6+7 (14)	Initiative Bonus	14
POW: 2d6+7 (14)	Armor	Feathers
CHA: 3d6 (11)	Abilities	None
	Magic	Destruction 76% (Fire, Diminish (STR), 1d2 others), Restoration 78% (Restore Health, Enhance (CON), 1d2 others)

1d20	**Location**	**AP/HP**
1-3	Right Leg	3 / 9
4-6	Left Leg	3 / 9

7-9	Abdomen	3 / 10
10-12	Chest	3 / 11
13-15	Right Arm	3 / 6
16-18	Left Arm	3 / 6
19-20	Head	3 / 9

Skills
Athletics 42%, Brawn 56%, Craft (Alchemy) 83%, Deceit 63%, Endurance 56%, Evade 51%, Influence 60%, Insight 68%, Locale 72%, Perception 74%, Willpower 34%

Combat Style & Weapons
Crow Fury (Claw) 62%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Claw	M	M	1d6+1d4+Disease	As arm

Horker



Horker stew, horker pie, horker loaf, horkers die. A fantastic source of meat and ivory for the hunters of Skyrim, Solstheim and Northeastern High Rock, horkers are hulking masses of flesh that spend their days basking and diving. Their diets consist of high fat, high protein shellfish like crabs, oysters, clams, shrimp, really anything that hides in the sea floor. Clever whiskers detect prey even in murky waters, their shoveling tusks letting them dig in. They can also stab you in the leg and make you never walk again.

Horkers are much more mobile in the water, and travel in packs of at least 3d6+10 individuals. They don't like fighting, and will attempt to retreat into the water or the safety of their pack if bothered. During mating season this can change, as their aggression increases and huge swarms in the thousands gather on the shores. Every part of the animal is useful: blubber can be made into oil, the meat is nourishing, tusks beautiful, and even the intestines can be used as raincoats.

Falmer		**Attributes**
STR: 3d6+16 (27)	Action Points	2
CON: 3d6+12 (23)	Damage Modifier	+1d12

SIZ: 3d6+22 (33)	Magicka	7
DEX: 2d6 (7)	Movement	2m, 6m (water)
INS: 2d6+4 (11)	Initiative Bonus	9
POW: 2d6 (7)	Armor	Blubber, 3 Frost Armor on all locations
	Abilities	Hold Breath, Intimidate, Swimmer
	Magic	None

1d20	Location	AP/HP
1-3	Tail	3 / 12
4-7	Hindquarters	3 / 13
8-11	Mid Section	3 / 13
12-14	Forequarters	3 / 14
15-16	Right Flipper	3 / 11
17-18	Left Flipper	3 / 11
19-20	Head	3 / 12

Skills
Athletics 44%, Brawn 81%, Endurance 76%, Evade 21%, Perception 48%, Swim 57%, Willpower 36%

Combat Style & Weapons
Tusk Tousler (Tusks) 52%

Weapon	*Size/Force*	*Reach*	*Damage*	*AP/HP*
Tusks	H	M	1d10+1d12	As head

Hunger



He-Who-Destroys, the Queen of Shadows, the Deceiver of Nations. The Hunger. Boethiah rules over the domains of deceit, conspiracy, treason and cruelty. And Hunger. Boethiah's most devoted worshippers gleefully spill their blood in fights to the death against one another, but when they're not, they are fond of burning fields of crops and crushing ripe fruits 'neath their boots. Creating Hunger.

The Hunger are Boethiah's most valued servants. Sympathy-demanding bone-thin bodies, they move with the desperation of the starved prisoner waking to find

a feast. Their claws are covered in a malefic magic that cracks your weapons and armor. Once you're unprotected, zip, in goes the cruel tongue. Your life. They won't stop, they're too hungry, they'll drain you and all of your friends and animals and family dry and will still be too hungry.

Hungers have Dark Sight, letting them see in pitch dark. Hungers have whetted their sense of smell with you, letting you never hide. Fiercely intelligent, though they won't talk to you until they're full (never). Their claws have a disintegrating effect. Whenever a Hunger successfully attacks and strikes a hit location, it automatically Sunders for free, ignoring any AP. Whenever a Hunger successfully parries, it automatically can Damage Weapon for free, ignoring any AP.

If they strike a location with their tongue and deal Hit Point damage, they can establish a Grapple for free with it. Sorry. Thereafter, at the beginning of every Round, the Hunger drains blood and lifeforce, causing a level of fatigue loss and 1 point of Hit Point damage to all hit locations. Once attached the only way to remove a Hunger is to cut the tongue (with a Choose Location), kill the Hunger, or kill the victim.

This is difficult because Hunger have supernaturally resilient flesh, with extreme resistance to magic and normal weapons. However, silver and enchanted weapons completely ignore a Hunger's AP.

Falmer		**Attributes**
STR: 2d6+14 (21)	Action Points	3
CON: 2d6+14 (21)	Damage Modifier	+1d4
SIZ: 2d6+6 (13)	Magicka	13
DEX: 2d6+14 (21)	Movement	6m
INT: 2d6+6 (13)	Initiative Bonus	17
POW: 3d6+2 (13)	Armor	Unholy flesh, 6 Magic Armor, -3 Shock Armor

		on all locations
CHA: 2d6 (7)	Abilities	Dark Sight, Disintegration, Intimidate, Vampiric
	Magic	None

1d20	Location	AP/HP
1-3	Tail	6 / 7
4-6	Right Leg	6 / 7
7-9	Left Leg	6 / 7
10-12	Abdomen	6 / 8
13-15	Chest	6 / 9
16-18	Right Arm	6 / 6
19-20	Left Arm	6 / 6
19-20	Head	6 / 7

Skills
Athletics 65%, Brawn 73%, Endurance 86%, Evade 87%, Perception 93%, Track 90%, Willpower 85%

Passions
Hunger (Blood, Bone, Meat) 100%

Combat Style & Weapons
Flesh Appetence (Tongue, Claws) 92%

Weapon	*Size/Force*	*Reach*	*Damage*	*AP/HP*
Tongue	M	VL	1d4+1d4+Drain	6 / 3
Claws	M	M	1d6+1d4+Disintegrate	As arm

Ice Wraith



Ice Wraiths are Elementals that gather near places of magical importance like rune stones, ancient battlegrounds and the peaks of mountains during astronomical conjunctions. While their teeth can be used for alchemy just fine, they also leave behind a webby ectoplasm for 3d10 minutes after being slain. If this ectoplasm is ingested, the imbiber gains immunity to frost and vulnerability to fire for 2d6 hours. It is a traditional

Nordic test for young warriors to slay an Ice Wraith, then partake of its essence to complete a long swim in the frigid waters.

Ice Wraiths typically appear in swarms of 1d3+1 individuals, aiming to drain the life from travelers by Engulfing them. Ice Wraiths can be damaged by normal weapons, but only take half damage (before AP are applied). Enchanted items and spells deal normal damage. They are immune to frost and vulnerable to fire.

Ice Wraith	**2 cubic meters**	**Attributes**
STR: 2d6+7 (14)	HP	1d6+10 (14)
DEX: 3d6+6 (17)	Protection	1
INS: 2d6+2 (9)	Action Points	3
POW: 1d6 (4)	Movement Rate	8m (fly)
	Initiative Bonus	13
	Natural Weapon Size/Damage	M / 1d2
Skills:		
Brawn 50%, Evade 56%, Fly 68%, Perception 49%, Willpower 70%, Combat 63%		

Imp



Don’t be fooled by how cool this imp looks in the image, they’re quite lame. It is disputed as to whether imps are true Daedra or some sort of artificial life similar to a homunculus. Whatever the case, their small size and desire to please make them great first summons for Conjurationists just starting out. Few magic users keep them around for long though, as imps are impatient, petulant, and generally smelly. Not worth the effort to get them to do your laundry.

Cowardly by nature, imps usually only stay in combat to fling a few Ranged Destruction spells then flap away as fast as they can, as they don’t have that much Magicka. Only if rallied by a strong-willed and sharp-tongued master will they do more.

Imp		**Attributes**
STR: 1d6+4 (8)	Action Points	2
CON: 2d6+3 (10)	Damage Modifier	-1d4

SIZ: 1d3+3 (5)	Magicka	5
DEX: 3d6 (11)	Movement	4m, 6m (flying)
INT: 2d6+4 (11)	Initiative Bonus	11
POW: 1d6+1 (5)	Armor	Rough skin, 1 Magic Armor on all locations
CHA: 3d6 (11)	Abilities	None
	Magic	Destruction 46% (Fire, Frost, Shock)

1d20	Location	AP/HP
1-3	Right Leg	1 / 3
4-6	Left Leg	1 / 3
7-9	Abdomen	1 / 4
10-12	Chest	1 / 5
13-15	Right Arm	1 / 2
16-18	Left Arm	1 / 2
19-20	Head	1 / 3

Skills
Athletics 34%, Brawn 21%, Endurance 39%, Evade 51%, Fly 63%, Perception 38%, Willpower 46%

Passions
Fear (Anything Larger) 74%, Bully (Anything Smaller) 70%

Combat Style & Weapons
Desperate Scratcher (Claws) 45%

Weapon	*Size/Force*	*Reach*	*Damage*	*AP/HP*
Claws	S	T	1d2-1d4	As arm

Kagouti



Kagouti are the rougher, tuskier cousins of Alits and Guar. They are omnivorous, aggressive, and prone to taking risks, whether that be braving poisonous plants and thorns for berries or risking an arrow in the leg for some sheep. Territorial by nature, kagouti dislike other kagouti except during mating season, when they dislike everything

else.

A kagouti's standard tactic is to charge with their big tusks and try to flip their foes up and over their head, then spinning around and stabbing them while they're prone.

Kagouti		**Attributes**
STR: 2d6+12 (19)	Action Points	2
CON: 2d6+9 (16)	Damage Modifier	+1d8
SIZ: 2d6+18 (25)	Magicka	4
DEX: 2d6+3 (9)	Movement	10m
INS: 2d6+4 (12)	Initiative Bonus	11
POW: 1d6 (4)	Armor	Tough Scales
	Abilities	Intimidate
	Magic	None

1d20	**Location**	**AP/HP**
1-4	Tail/Hindquarters	4 / 9
5-7	Right Leg	3 / 9
8-10	Left Leg	3 / 9
11-15	Forequarters	3 / 11
16-20	Head	5 / 9

Skills

Athletics 65%, Brawn 70%, Endurance 72%, Evade 58%, Perception 47%, Willpower 37%

Passions
Protect (Territory) 54%

Combat Style & Weapons
Betusked Bully (Tusk, Foot Claw) 67%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Foot Claw	M	S	1d6 + 1d8	As leg
Tusk	L	L	1d8 + 1d8	As head

Kwama

If you go out and meet a large insect somewhere that's not a chaurus, chances are it's some form of a kwama. The various kwama you find in game are one species, but their life cycle is long and varied. Naturally hostile to intruders in their nests, the practice of egg mining requires a lengthy acclimation process. Workers cover themselves in kwama musk and move slowly around until the kwama warriors are comfortable with their presence, after which they can begin extracting eggs. It is at this stage that many workers interact with the Droops in that particular mine.

Too many eggs leave, and the nest may collapse. Too few, and the queen's egg production may slow down. As for why they're called kwama mines and not kwama ranches:

“Kwama are, indeed, excellent miners. They prefer to live underground, creating elaborate tunnel systems as they build their warrens. The creatures consume organic material from the earth and appear to actually excrete minerals they cannot digest, such as gemstones, gold, and iron.”

A kwama mine is thus a dual purpose ranch and mine, workers carrying out wheelbarrows of both eggs and valuable ores.

Kwama eggs are described as having a *“...sharp, sour flavor, and … gummy texture”*, meaning they may be treated more like a well keeping exotic fruit akin to coconuts or bananas than a proper animal product.

Scrib



Scribs are the second larval form of kwama. The first form is what hatches from eggs and slowly pupates in food (usually meat). Despite their many legs, scribs aren’t particularly fast or well coordinated, and are just looking to scavenge some fallen fruit or animals and move on. If provoked, they can retaliate with a stinging venom from their bites (attempting to use the Inject Venom Special Effect) which briefly paralyzes victims. Although the victims of their venom seem like easy pickings, the scrib uses this opportunity to run off rather than chew on them. Scribs can be ground up to produce a

flavorsome, sour jelly or roasted to produce unspoiling jerky.

The potency of the venom is equal to the scrib's Endurance. Scrib venom acts 1d6 Rounds after the victim fails the roll, making them instantly seize up, Paralyzed. This Paralysis lasts for a number of minutes equal to the scrib's CON. Though the scrib may not chew on the victim, other animals may be curious.

Scribs are rarely found inside hives, as they are chased off by the colony's warriors.

Scrib		**Attributes**
STR: 1d6+3 (7)	Action Points	2
CON: 2d6 (7)	Damage Modifier	-1d4
SIZ: 1d3+3 (5)	Magicka	1
DEX: 2d6 (7)	Movement	4m
INS: 2d6+2 (9)	Initiative Bonus	8
POW: 1d3-1 (1)	Armor	Exoskeleton, -1 Fire Armor on all locations
	Abilities	Venomous
	Magic	None

1d20	**Location**	**AP/HP**
1-2	Right Rear Leg	2 / 3
3-4	Left Rear Leg	2 / 3
5-6	Right Mid Leg	2 / 3
7-8	Left Mid Leg	2 / 3

9-11	Abdomen	2 / 5
12-13	Right Fore Leg	2 / 3
14-15	Left Fore Leg	2 / 3
16-17	Right Front Leg	2 / 3
18-19	Left Front Leg	2 / 3
20	Head	2 / 3

Skills
Athletics 35%, Brawn 18%, Endurance 28%, Evade 33%, Perception 41%, Willpower 7%

Passions
Scavenge (Scraps) 60%

Combat Style & Weapons
Desperate Nipping (Bite) 37%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Bite	S	T	1d2-1d4+Venom	As head

Forager



Forager are the scouts of a colony, small enough to wriggle into passages to find the juiciest rocks and muscular enough to achieve surprising speeds over land. Foragers are much more aggressive than scribs, heedlessly bouncing into fights they have no hope of winning if it seems a foe is trespassing on hive territory. Many mine workers have underestimated the force the little forager can generate when it suddenly springs off of the ground. Their meat is quite delicious, and their inner mouth beaks hold valuable kwama cuttle.

Kwama Forager		**Attributes**
STR: 2d6+2 (9)	Action Points	2
CON: 3d6 (11)	Damage Modifier	-1d2
SIZ: 1d6+3 (7)	Magicka	2
DEX: 2d6 (7)	Movement	4m
INS: 2d6+2 (9)	Initiative Bonus	8
POW: 1d3 (2)	Armor	Waxy Flesh, -1 Fire Armor on all locations
	Abilities	None
	Magic	None

1d20	Location	AP/HP
1-4	Back Segment	1 / 5
5-8	Back Mid Segment	1 / 5
9-12	Front Mid Segment	1 / 5
13-16	Front Segment	1 / 5
17-20	Head	1 / 4

Skills
Athletics 42%, Brawn 38%, Endurance 48%, Evade 39%, Perception 44%, Willpower 27%

Passions
Scout (Food) 60%

Combat Style & Weapons
Rapacious Flailer (Bite) 42%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Bite	S	T	1d3-1d2	As head

Worker



Workers form the backbone of a colony, moving both rock and eggs around and expanding the tunnels. Workers can be intimidating, but they are generally passive even around intruders so long as they (and the eggs) are left alone. They work tirelessly to feed their Queen, even laying down their own lives when they grow too old, ripped apart and given to her unceasing hunger. Their bodies are delicious when stewed, and their inner beaks have valuable cuttle.

Their tactics are crude but effective, simply overwhelm and batter a foe with their rock-biting teeth until they stop moving. Miners who overstay their welcome or get too close to some eggs are told to play dead, and this usually works. This only works in well maintained mines, though. If the Queen is hungry, the limp miner may be carried off to become a meal.

Kwama Worker		**Attributes**
STR: 3d6 (11)	Action Points	2

CON: 3d6 (11)	Damage Modifier	None
SIZ: 2d6+7 (14)	Magicka	2
DEX: 2d6 (7)	Movement	4m
INS: 2d6+2 (9)	Initiative Bonus	8
POW: 1d3 (2)	Armor	Exoskeleton, -1 Fire Armor on all locations
	Abilities	None
	Magic	None

1d20	Location	AP/HP
1-3	Abdomen	3 / 7
4-6	Right Rear Leg	3 / 6
7-9	Left Rear Leg	3 / 6
10-12	Thorax	3 / 8
13-15	Right Front Leg	3 / 6
16-18	Left Front Leg	3 / 6
19-20	Head	4 / 6

Skills
Athletics 55%, Brawn 48%, Endurance 58%, Evade 41%, Perception 51%, Willpower 37%

Passions
Expand (Tunnels) 60%, Protect (Queen) 70%

Combat Style & Weapons
Tunnel Gnawer (Bite) 47%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Bite	M	T	1d6	As head

Warrior



Warriors are the protectors of the colony, their bipedal stance indicating that they possess something approaching guile. Patrolling in pairs, warriors are quick to dispatch any intruders they come across, and even seem to treat miners who have successfully acclimated to the hive with something like suspicion.

Their meat is more sour than other kwama, and the cuttle from their mouth beaks must be carefully harvested so as not to accidentally poison oneself on the venom they produce. Kwama warriors typically fight at range using their claws until they generate a Special Effect, choosing Close Range and subsequently trying to bite their foes. Their bite contains a venom with a potency equal to the warrior's Endurance. Failing the roll means the effects of the venom will set in 2d2 Rounds later, causing localized intense pain and swelling, lasting 3d10 minutes. If the injection site was a limb, it is rendered unusable for the duration. If the Head, Chest or Abdomen was struck instead, the victim instead has Agony for the duration.

Warriors usually allow weakened foes to run away, but they have good memories. Someone showing up a second time will be torn limb from limb and fed to the Queen.

Kwama Warrior		**Attributes**
STR: 3d6+4 (15)	Action Points	2
CON: 3d6+4 (15)	Damage Modifier	+1d2
SIZ: 2d6+7 (14)	Magicka	3
DEX: 3d6 (11)	Movement	6m
INS: 2d6+4 (11)	Initiative Bonus	11
POW: 1d3+1 (3)	Armor	Exoskeleton, -1 Fire Armor on all locations
	Abilities	Venomous
	Magic	None

1d20	Location	AP/HP
1-3	Right Leg	4 / 6
4-6	Left Leg	4 / 6
7-9	Abdomen	3 / 7
10-12	Chest	4 / 8
13-15	Right Arm	4 / 5
16-18	Left Arm	4 / 5
19-20	Head	4 / 6

Skills
Athletics 61%, Brawn 58%, Endurance 62%, Evade 46%, Perception 57%, Willpower 41%

Passions
Protect (Queen) 80%

Combat Style & Weapons
Tunnel Gnawer (Bite, Claw) 56%

Weapon	*Size/Force*	*Reach*	*Damage*	*AP/HP*
Bite	M	T	1d6+1d2+Venom	As head
Claws	M	S	1d4+1d2	As arm

Queen



The Queen lays all of the eggs in the colony and is responsible for both the health and smell of the place. If the Queen is infected, so are her subjects; if she's healthy, they are too. Even though everyone in the hive will start hunting you down if you enter her chambers, sometimes it's necessary to deliver medicine. Queen meat tastes really, really good, but isn't worth the loss in the mine's bottom line.

Although she looks intimidating, the Queen can't move at all, though she can turn around if she has 2d8 hours to spare. With this in mind, the Queen doesn't have a stat block. If you're foolish enough to stand directly in front of her mouth, she attacks at 52%, L/M size/reach bite that deals 1d10+1d4 damage.

Mammoth

Core Mythras, pg 255. Typically herded by Giants.

Minotaur

Core Mythras, pg 258. Use the rules in there because it's a lot more of a detailed look at minotaur society than any game lore gives.

Mudcrab



Mudcrabs are rather large crabs that, true to their name, burrow in mud. They can be found in nearly any body of water, from rivers, ponds, lakes and even near the ocean, different subspecies adapted to their unique environments. All of them taste delicious.

Mudcrabs reproduce rapidly and are considered a sort of pest by most people, snipping nets, ankles and wagon wheels alike. Some grow large enough to threaten livestock, even developing a taste for meat. Some grow large enough to threaten people, eating them instead: though that may just be a myth (see Core Mythras pg 236 for the fabled Giant Crab stats).

Mudcrabs are simple, choosing Grip when they can and simply hanging on until they or their prey are dead. They're also fond of gripping weapons when they parry, and can choose Pin Weapon as a non-critical effect.

Mudcrab		Attributes
STR: 2d6+2 (9)	Action Points	2
CON: 3d6+3 (14)	Damage Modifier	-1d2
SIZ: 2d6 (7)	Magicka	3
DEX: 3d6 (11)	Movement	4m
INS: 2d6+2 (9)	Initiative Bonus	10
POW: 1d3 (2)	Armor	Carapace
	Abilities	Burrowing, Formidable Natural Weapons
	Magic	None

1d20	Location	AP/HP
1	Right Fourth Leg	4 / 4
2	Left Fourth Leg	4 / 4
3	Right Third Leg	4 / 4
4	Left Third Leg	4 / 4
5	Right Second Leg	4 / 4
6	Left Second Leg	4 / 4
7	Right First Leg	4 / 4
8	Left First Leg	4 / 4
9-10	Abdomen	4 / 6

11-16	Cephalothorax	4 / 7
17-18	Right Pincer	4 / 4
19-20	Left Pincer	4 / 4

Skills
Athletics 36%, Brawn 39%, Endurance 54%, Evade 40%, Perception 23%, Willpower 28%

Combat Style & Weapons
Peevish Snipper (Claw) 41%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Claws	M	S	1d4-1d2	As pincer

Netch

Floating jellyfish cows, stingers and all, wafting on magical gas. Netch typically flock in families of 1d4+1, parents with children. Wild flocks usually have an even mix of bulls to betties, but domesticated groups will often deliberately have less bulls to increase breeding rates. Netchimen (herders) have dangerous jobs, as even netch calves have stinging nematocysts. The rewards are worth it though, as netch jelly and leather fetch high prices on the market. The jelly is a useful alchemical ingredient and spice, but the leather is something truly special.

Netch leather is unusual in that it stays venomous even after the netch dies through some strange magic. Wearing a suit of netch leather constantly stimulates the body similar to a cup of strong coffee. While not desirable for delicate work, it is much sought after by mercenaries and night watch guards. Treat it like a special material: cost multiplier of x2 and flat cost of +50. While wearing netch leather, its weight does not contribute to the Armor Penalty, and Endurance rolls to stay awake are 1 grade easier.

The buzz of a suit may be nice, but actually getting stung can be very unpleasant. Both betties and bulls have venomous barbs on their tentacles, and any time they deal Hit Point damage with them their target must make an Endurance roll against the venom's potency, equal to the netch's Endurance. Failure means the victim begins suffering from intense Agony just 1 Round later, followed by complete body Paralysis 1d3 Rounds later. This paralysis will last for 1d6 minutes, but the Agony will continue for 2d12 hours. If the Endurance roll was fumbled, the victim also suffers from Asphyxiation for the duration of the Paralysis, usually spelling doom for them. Netch will generally leave targets alone after they're paralyzed unless really mad.

The normal strategy of a netch is to simply waft over a target and attempt to touch them with their tentacles. They have no way of dealing with marksmen besides floating up to a higher location away from their attackers, and as such netch instinctively dislike low flat plains, opting instead to stay near cliff sides. They don't go out to sea: they are so light that they can be blown about. Some hunters take advantage of this by setting traps in caves that netch take shelter in during storms.

Bull



Bull netch are only aggressive during mating season, but that doesn't mean they can't accidentally fly over a netchiman while they sleep. Melee attackers should roll a d6 for hitting due to being unable to reach the body.

Bull Netch		**Attributes**
STR: 2d6+12 (19)	Action Points	5 (multi-limbed)
CON: 3d6+10 (21)	Damage Modifier	+1d12
SIZ: 3d6+22 (33)	Magicka	4
DEX: 3d6+6 (17)	Movement	6m (flying)
INS: 2d6+3 (10)	Initiative Bonus	14
POW: 1d6 (4)	Armor	Leathery hide
	Abilities	Flying, Venomous
	Magic	None

1d20	**Location**	**AP/HP**

1	Right Back Tentacle	3 / 10
2	Left Back Tentacle	3 / 10
3	Right Mid Tentacle	3 / 10
4	Left Mid Tentacle	3 / 10
5	Right Front Tentacle	3 / 10
6	Left Front Tentacle	3 / 10
7-11	Tail	3 / 11
12-15	Hindbell	3 / 12
16-19	Forebell	3 / 13
20	Rhopalium	1 / 10

Skills
Athletics 46%, Brawn 79%, Endurance 61%, Evade 40%, Fly 43%, Perception 53%, Willpower 48%

Combat Style & Weapons
Herd Protector (Tentacle) 68%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Tentacle	L	VL	1d6+1d12	As tentacle

Betty



Betty netches are much more timid than bulls, but slightly better flyers. They have a higher capacity for magic, making their souls more valuable for those wishing to enchant items. Melee attackers should roll a d8 for hit locations due to the impossibility of striking the body.

Betty Netch		**Attributes**
STR: 2d6+8 (15)	Action Points	4 (multi-limbed)
CON: 3d6+6 (17)	Damage Modifier	+1d6
SIZ: 3d6+14 (25)	Magicka	7
DEX: 3d6+8 (19)	Movement	6m (flying)
INS: 2d6+3 (10)	Initiative Bonus	15
POW: 2d6 (7)	Armor	Leathery hide
	Abilities	Flying, Venomous
	Magic	None

1d20	**Location**	**AP/HP**

1-2	Right Back Tentacle	3 / 8
3-4	Left Back Tentacle	3 / 8
5-6	Right Front Tentacle	3 / 8
7-8	Left Front Tentacle	3 / 8
9-12	Tail	3 / 9
13-16	Hindbell	3 / 10
17-19	Forebell	3 / 11
20	Rhopalium	1 / 8

Skills
Athletics 40%, Brawn 49%, Endurance 44%, Evade 47%, Fly 59%, Perception 62%, Willpower 64%

Combat Style & Weapons
Lappet Draper (Tentacle) 53%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Tentacle	M	VL	1d4+1d6	As tentacle

Nix-Hounds



Not mammals at all. Overgrown mosquitoes with legs and pack tactics. Wolves with probscuses in lieu of teeth. If you get bit, you're probably chock full of some disease because you now have the blood of a dozen other animals in you. Nix-hounds travel in packs of 5d4, swarming across an area and draining the blood from anything that has it. If you don't mind standing a long distance away while they feed, it's a great way to scavenge some meat-husks after they suck a place dry.

Nix-Hounds work extremely similarly to wolves, swarming in several waves that arrive 3 to 6 at a time. Their aim is to get up close and stick their proboscises into exposed flesh, holding on while draining blood. They prefer the Grip and Choose Location special effects, aiming for exposed skin. If they establish a Grip and deal hit point damage, they can begin draining blood from the location. This takes the form of losing a level of fatigue due to blood loss every Round, during which time the Nix-Hound attempts to continue stabbing their proboscis into the same location and trying to knock their opponent prone. A single Nix-Hound is satisfied when they acquire 6 levels of fatigue's worth of blood, but incapacitated foes are surely picked over by other members of the pack, spelling doom for most adventurers.

Nix-Hound	**Attributes**

STR: 1d3+7 (9)	Action Points	2
CON: 3d6 (11)	Damage Modifier	-1d2
SIZ: 1d3+7 (9)	Magicka	2
DEX: 3d6 (11)	Movement	8m
INS: 2d6+5 (12)	Initiative Bonus	12
POW: 1d3 (2)	Armor	Light exoskeleton
	Abilities	Night Sight, Vampiric
	Magic	None

1d20	Location	AP/HP
1-2	Right Hind Leg	2 / 4
3-4	Left Hind Leg	2 / 4
5-7	Hindquarters	2 / 5
8-9	Forequarters	2 / 6
10-13	Right Front Leg	2 / 4
14-17	Left Front Leg	2 / 4
18-20	Head	2 / 4

Skills
Athletics 59%, Brawn 36%, Endurance 52%, Evade 62%, Fly 59%, Perception 60%, Track 64%, Willpower 34%

Combat Style & Weapons
Pack and Drain (Proboscis) 53%

Weapon	*Size/Force*	*Reach*	*Damage*	*AP/HP*
Proboscis	S	T	1d4-1d2	As head

Ogre

Core Mythras, pg 261.

Sabre Cat

Core Mythras, pg 266, use the stats for a Smilodon.

Scamp



Scamps are the lowly servants and grunts of the Daedra. They are cowardly, petty, and full of mischief. Dull-witted and clever-fingered, scamps are often stuck in grueling conditions performing menial tasks for their Daedric lords such as general housework, cleaning or cooking. They welcome any mortals who conjure them, as what is considered a cruel master on Mundus is a kind one in Oblivion. Even well meaning conjurationists who seek to treat them well will have a hard time tolerating their stench and general lack of cleanliness. Most scamps are tasked with outdoor chores, though they can't be trusted with livestock.

If ordered to fight, scamps will make use of their innate Destruction abilities, throwing Ranged Fire at foes. Only when out of Magicka will they close to attack with their claws or bite, and even then, only reluctantly. Wild scamps will certainly run, and only under the threat of their master will servant scamps do more.

Scamp		**Attributes**
STR: 2d6 (7)	Action Points	2
CON: 3d6 (11)	Damage Modifier	-1d2

SIZ: 2d6+2 (9)	Magicka	6
DEX: 3d6 (11)	Movement	6m
INT: 2d6+4 (11)	Initiative Bonus	11
POW: 1d6+2 (6)	Armor	Fur, 2 Fire Armor, -1 Shock Armor on all locations
CHA: 2d6 (7)	Abilities	None
	Magic	Destruction 44% (Fire)

1d20	Location	AP/HP
1-3	Right Leg	1 / 4
4-6	Left Leg	1 / 4
7-9	Abdomen	1 / 5
10-12	Chest	0 / 6
13-15	Right Arm	0 / 3
16-18	Left Arm	0 / 3
19-20	Head	0 / 4

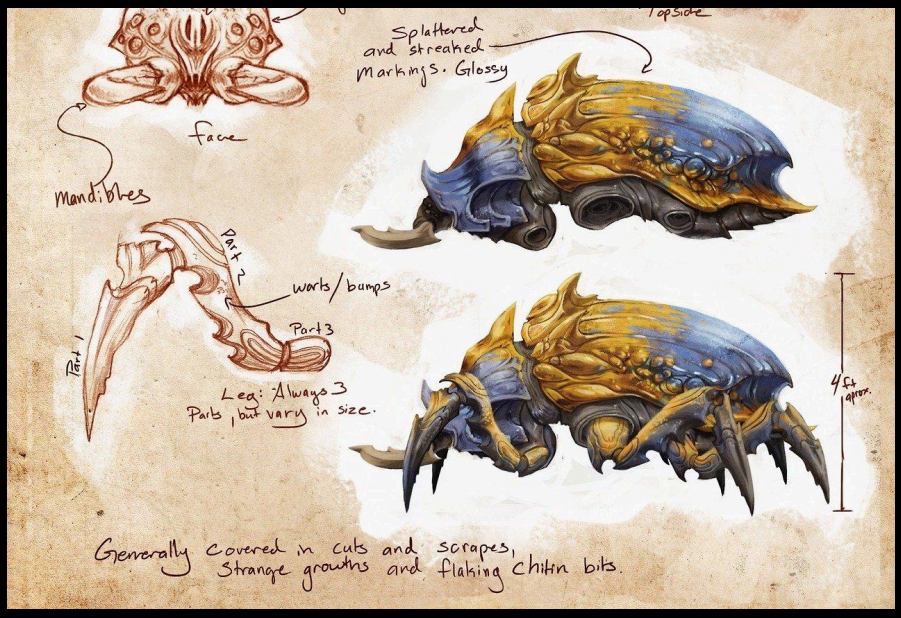
Skills
Athletics 41%, Brawn 38%, Endurance 42%, Evade 41%, Perception 37%, Willpower 43%

Passions
Protect (Own Hide) 64%, Cause (Mischief) 70%

Combat Style & Weapons
Scamper and Bite (Bite, Claw) 46%

Weapon	*Size/Force*	*Reach*	*Damage*	*AP/HP*
Bite	S	T	1d4-1d2	As head
Claws	S	S	1d3-1d2	As arm

Shalk



Shalk are large angry beetles that congregate around natural heat sources, usually active volcanoes and hot springs. They come in various colors that differ depending on the region, though most are black or dun. The Dunmer farm them, using

them for their meat, resin, and tough, heat resistant carapaces to make cookware and jewelry. Although their shells are strong, they are usually too small to make armor out of, though shalks secrete a resin in their shells that is useful as a glue and stiffener in making other chitin armors. Putting together many shalk shells to make armor is possible, but would still require wiping out many nests or tending a farm for several years: quite expensive. Shalk armor naturally has heat resistant properties, assigning 2 Fire Armor to any location it covers.

In the wild they make their nests from rocks and materials with low melting points, gathering them into piles and slowly melting them together. It is not unusual for a shalk nest to contain gold or silver slag. They accomplish this using a gland near the mouth, which can coat the tough mandibles of the shalk in a chemical which bursts into flame when in contact with air. If a shalk lands a successful bite attack, the bitten area takes an extra 1d3 damage from the flame. This makes them quite dangerous despite their size, especially to travelers bearing flammable materials. Undomesticated shalks are fierce about their territory, and will chase unwelcome visitors quite a distance.

Shalk		**Attributes**
STR: 1d6+6 (10)	Action Points	2
CON: 3d6 (11)	Damage Modifier	-1d2
SIZ: 1d6+3 (7)	Magicka	1
DEX: 2d6+1 (8)	Movement	4m
INS: 2d6+2 (9)	Initiative Bonus	9
POW: 1d3 (2)	Armor	Chitin, 4 Fire Armor, -2 Frost Armor on all locations
	Abilities	Fiery Mandibles
	Magic	None

1d20	Location	AP/HP
1	Right Rear Leg	3 / 3
2	Left Rear Leg	3 / 3
3	Right Mid Leg	3 / 3
4	Left Mid Leg	3 / 3
5-9	Abdomen	3 / 5
10-13	Thorax	3 / 6
14	Right Front Leg	3 / 3
15	Left Front Leg	3 / 3
16-20	Head	3 / 4

Skills
Athletics 41%, Brawn 38%, Endurance 42%, Evade 41%, Perception 37%, Willpower 43%

Passions
Protect (Nest) 58%

Combat Style & Weapons
Fiery Bite (Mandibles) 60%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***

Mandibles	S	T	1d4-1d2, +1d3 fire	As head

Silt Strider



Truly massive arthropods, silt striders are the main means of transportation in Morrowind. There is zero lore about how exactly they eat, but it's likely not meat due to how expensive that would be for upkeep. I prefer to think they eat the big mushrooms or perhaps filter feed with their feet somehow. Perhaps their drivers also directly put food into their digestive systems. It takes roughly 2 decades for them to grow to full size, but once they're fully adults they can live for nearly one hundred years.

The exact mechanism of how they're driven is kept vague, the closest tidbit we get being that *"...the Silt Strider itself is then moved by direct manipulation of exposed organs and tissues by its driver…"* which is pretty grisly. Whatever the case, silt striders have no natural orifice for passengers, and the hollow on their backs is artificially

created. Pacifist by nature, it is nearly impossible to train silt striders for battle, who take great care to step around even small creatures. The extremely resilient carapaces of the silt striders only get tougher with age, shedding off even magical fires and storms. Combined with its enormous size, the silt strider has no natural predators past infancy.

They will not fight creatures that attack them, instead trying to move away and actively avoid conflict, using their legs to parry or Outmaneuver. Melee attackers should roll a d6 for hit locations if fighting on the ground. If a silt strider is slain, someone will know about it, for few wild striders exist. Serious legal and societal trouble is sure to follow.

Silt Strider		**Attributes**
STR: 2d6+26 (31)	Action Points	2
CON: 3d6+18 (29)	Damage Modifier	+2d8
SIZ: 2d6+48 (55)	Magicka	13
DEX: 2d6+6 (13)	Movement	10m
INS: 2d6+2 (9)	Initiative Bonus	11
POW: 3d6+2 (13)	Armor	Chitin, 5 Magic Armor on all locations
	Abilities	Formidable Natural Weapons
	Magic	None

1d20	**Location**	**AP/HP**
1	Right Rear Leg	8 / 16
2	Left Rear Leg	8 / 16

3	Right Mid Leg	8 / 16
4	Left Mid Leg	8 / 16
5	Right Front Leg	8 / 16
6	Left Front Leg	8 / 16
7-11	Abdomen	9 / 18
12-16	Thorax	9 / 19
17	Right Arm	8 / 15
18	Left Arm	8 / 15
19-20	Head	9 / 17

Skills
Athletics 82%, Brawn 114%, Endurance 99%, Evade 65%, Perception 54%, Willpower 57%

Passions
Avoid (Conflict) 95%

Combat Style & Weapons
Giant’s Reluctance (Legs) 78%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Leg	C	VL	1d8+2d8	As leg

Skeever



Not just rats: apparently also related to rabbits. Normally their hair is a silky patterned black and white, their rough tongues and flexible spines allowing them to groom every part of themselves. Few are able to maintain such behaviors though, for it seems Peryite himself has cursed these rodents to carry all manner of diseases. Or perhaps it is because they nest in great numbers, a single cave or cellar usually holding 3d10 rodents and 1d3-1 different diseases.

Normally skittish, diseased skeever become aggressive and vicious as their skin is irritated and brains slowly melt. Their tactics are crude, simply swarming any targets they first see. Skeevers can unexpectedly pounce long distances, a nasty surprise for pest exterminators. Once exterminated, skeever meat is said to be particularly delicious, and is a staple for many communities all throughout Tamriel.

Skeever	**Attributes**

STR: 1d3+4 (6)	Action Points	3
CON: 2d6+2 (9)	Damage Modifier	-1d4
SIZ: 1d3+4 (6)	Magicka	13
DEX: 2d6+6 (13)	Movement	6m
INS: 2d6+6 (13)	Initiative Bonus	13
POW: 3d6+2 (13)	Armor	Fur
	Abilities	Night Sight, Leaping Attack
	Magic	None

1d20	Location	AP/HP
1-3	Right Rear Leg	1 / 3
3-6	Left Rear Leg	1 / 3
7-9	Hindquarters	1 / 4
10-12	Forequarters	1 / 5
13-15	Right Front Leg	1 / 3
16-18	Left Front Leg	1 / 3
19-20	Head	1 / 3

Skills
Athletics 49%, Brawn 26%, Endurance 39%, Evade 55%, Perception 58%, Willpower 31%

Passions
Skittish 67%, or Diseased Rage 67%

Combat Style & Weapons
Diseased Nip (Bite) 49%

Weapon	*Size/Force*	*Reach*	*Damage*	*AP/HP*
Bite	S	T	1d4-1d4+Disease	As head

Skeleton

Core Mythras, pg 264.

Spider Daedra (Perthan)



The original concept discussion on what Perthans are sums them up nicely. "*Unstable. Oversexed. Overstimulated. Excitable. High strung. Keeping them focused and on-topic in a dialogue is hard work."* Few conjurers dare summon them, not worth the trouble, at once kind and conniving, possessing the cruelties of arachnids, giggling children and monarchs. Despite this they are said to aid mortals who are lost in the realms of Oblivion they dwell in, but this comes at a price that is paid later, subtly, a part of your life taken.

Perthans can spin webs exactly like a Giant Spider, their silken strands having 6 AP and an amount of HP equal to half their SIZ. Touching a strand sticks the limb fast unless the toucher can succeed on an opposed roll of their Brawn vs. the web's Stickiness (equal to the Endurance of the Perthan). Trying to cut the web with a tool or weapon also has a chance of getting it stuck. Those caught in the webs or who otherwise get intimate are liable to get bitten by the Perthan, a terrible venom that requires 1d3+2 Rounds of sustained biting/kissing before it takes effect. The victim gets an Endurance roll vs. the venom's potency (equal to the Endurance roll of the Perthan),

and if they fail, they begin experiencing extreme Ecstasy, which works exactly like Agony; unless the Perthan stops touching them, then it really does turn into Agony. This lasts for up to 1d2 hours, but the Perthan can end it early at any time with a nip behind the ear.

Elite warriors all, Perthans supplement their magical powers with use of a polearm, typically an ebony glaive. The stat block lists an unarmored Perthan, but those who are actually prepared for war will wear ebony mail armor on their human locations (7 AP) and padded spider silk (2 AP) on their arachnid locations. In this case their initiative bonus is reduced to 11. Typical tactics of the Perthan are hide in the shadows or ceiling and use Mass Tap (CON) or Mass Diminish (DEX), either wading in with their glaive afterwards if armored or staying at range casting Shock until they're out of Magicka. Perthans preferentially grapple with their spider legs over attacking with their glaive on armored targets, locking them down before they begin slicing.

Perthan		**Attributes**
STR: 3d6+8 (19)	Action Points	4 (multi-limbed)
CON: 3d6+6 (17)	Damage Modifier	+1d6 (+1d10 for spider legs)
SIZ: 3d6+18 (29)	Magicka	14
DEX: 3d6+9 (20)	Movement	10m
INT: 2d6+6 (13)	Initiative Bonus	17
POW: 2d6+7 (14)	Armor	Exoskeleton, 2 Fire Armor, -1 Shock Armor, -2 Frost Armor on all locations
CHA: 3d6+3 (14)	Abilities	Adhering, Earth Sense, Grappler, Venomous

	Magic	Destruction 82% (Shock, Sapping, Diminish (DEX)), Restoration 73% (Restore Health, Restore Fatigue), Mysticism 63% (Shield (Magic), Tap (CON))

1d20	Location	AP/HP
1	Right Rear Leg	4 / 9
2	Left Rear Leg	4 / 9
3	Right Mid Leg	4 / 9
4	Left Mid Leg	4 / 9
5-10	Abdomen	4 / 12
11	Right Fore Leg	4 / 9
12	Left Fore Leg	4 / 9
13-14	Chest	4 / 9
15	Right Front Leg	4 / 9
16	Left Front Leg	4 / 9
17	Right Arm	2 / 6
18	Left Arm	2 / 6
19-20	Head	0 / 7

Skills
Athletics 85%, Brawn 74%, Endurance 74%, Evade 85%, Insight 67%, Locale 64%, Lore (Torture) 83%, Perception 63%, Stealth 79%, Willpower 84%

Passions
Love (Sex) 69%, Torture (Mortals) 74%, Weave (Plots) 78%

Combat Style & Weapons
Eight Legged Legionary (Glaive, Longspear, Legs) 89%

Weapon	*Size/Force*	*Reach*	*Damage*	*AP/HP*
Ebony Glaive	L	L	1d10+3+1d6	6 / 12
Legs	L	VL	Grapple	As leg

Spriggan



Spirits of vengeance that protect old growths, spriggans arise where nature falls. Fem-coded, Kynareth has a sense of humor. Large scale lumber and strip mining operations cannot exist on Tamriel, because eventually you'll run out of workers willing to be killed by sapient trees. Spriggans are clever. Exploiting cheap natures means paying with blood, and even if you keep paying your workers more, the spriggans will eventually find out who is doing the paying, and keep slaying their way up. If rulers or monarchs are behind the payment, they are offered the courtesy of a visit with Kynareth's worshippers before Kynareth's warriors.

Wild animals are utterly loyal to nearby spriggans, expect the fiercest of the region to accompany them in battle (bears, wolves, tigers, kwama, etc). Spriggans are always initially found surrounded by an Insect Swarm of SIZ 12 (Core Mythras, pg 251), which disperses immediately if their mother spriggan is slain. These insects are hidden or passive while the spriggan hides, which they usually do to ambush defilers.

Spriggans who push themselves up against a tree can partially meld with it, making opposed Perception rolls against their Stealth 2 grades harder. They are not

subtle, and preferentially use Choose Location from surprise to attack unarmored areas as messily and noisily as possible, aiming to scare the other trespassers away. If they take up arms, the swarm and animals come out. Though it can take them some time for their allies to arrive, spriggans have a lot of it: the first time they die, they completely revive with fully restored Hit Points on all locations and at the Fresh fatigue level 1d2+1 Rounds later. This can be prevented if the spriggan's body is fiercely burned (equivalent to tossing them onto a campfire), but this is usually impossible given how long it takes to create such a blaze. An Intensity 5 Fire spell will also work. Either way, this prevents the gathering of the spriggan's alchemically useful sap.

Spriggan		**Attributes**
STR: 2d6+10 (17)	Action Points	3
CON: 2d6+6 (13)	Damage Modifier	+1d4
SIZ: 2d6+7 (14)	Magicka	8
DEX: 2d6+6 (13)	Movement	6m
INT: 2d6+6 (13)	Initiative Bonus	13
POW: 2d6+1 (8)	Armor	Bark, -2 Fire Armor on all locations.
CHA: 3d6 (11)	Abilities	Resurrection
	Magic	Some spriggans may be allied with an animist practice in the region which grants them 1d3 Intensity 2 spirits.

1d20	**Location**	**AP/HP**

1-3	Right Leg	4 / 6
4-6	Left Leg	4 / 6
7-9	Abdomen	4 / 7
10-12	Chest	4 / 8
13-15	Right Arm	4 / 5
16-18	Left Arm	4 / 5
19-20	Head	4 / 6

Skills
Athletics 71%, Brawn 61%, Endurance 64%, Evade 65%, Perception 54%, Stealth 68%, Willpower 63%

Passions
Protect (Nature) 85%

Combat Style & Weapons
Kynareth’s Fury (Claws) 77%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Claws	M	S	1d4+1d4	As arm

Troll



Trolls are large simian-like beasts with powerful regenerative abilities fueled by any calories they can get their claws on. Their shrill, throaty howls cause your chest to hurt and your knees to quiver. They'll eat you while you're alive. After their howl they'll simply leap onto the closest, juiciest looking creature in sight. Trolls have no notions of gods, their hubris is simple pride. They fling themselves into impossible situations and rely on their animal cunning and Regeneration to get out. Trolls restore 1 Hit Point to all locations at the start of each Round, unless that damage was caused by fire or acid, which must heal normally. This Regeneration automatically seals any Bleed effects and can even regrow entire limbs, though unlike other trolls you may have heard of, their limbs don't flop around or regrow into entire other trolls. Only a Major Wound to the Abdomen, Chest or Head will stop them.

They won't show you mercy, so you should show them fire. Troll fur is covered in a waxy kind of grease that burns quickly, and underneath their fur is thick fat that burns

slowly. Troll fat is a useful ingredient for alchemy and candle making, burning unwaveringly bright and smokeless. Trolls don't need candles though, their third eye can see in the dark.

There are reports of trolls being tamed and used for war, and they seem substantive. Such operations are serious exercises in logistics, as a troll's hunger requires at least one full goat or sheep per day in order to make them relatively amenable.

Some trolls live in frozen deserts or near mountaintops, the so called frost trolls (pictured here). Such trolls are bigger and resistant to cold, possessing +4 STR and SIZ, and 3 Frost Armor on all locations.

Troll		**Attributes**
STR: 2d6+15 (22)	Action Points	3
CON: 2d6+16 (23)	Damage Modifier	+1d10
SIZ: 2d6+19 (26)	Magicka	10
DEX: 2d6+8 (15)	Movement	6m
INS: 2d6+6 (13)	Initiative Bonus	14
POW: 2d6+3 (10)	Armor	Fur and Hide, -1 Fire Armor on all locations
	Abilities	Frenzy, Night Sight, Regeneration, Terrifying
	Magic	None

1d20	**Location**	**AP/HP**

1-3	Right Leg	3 / 10
4-6	Left Leg	3 / 10
7-9	Abdomen	3 / 11
10-12	Chest	3 / 12
13-15	Right Arm	3 / 9
16-18	Left Arm	3 / 9
19-20	Head	3 / 10

Skills
Athletics 65%, Brawn 85%, Endurance 90%, Evade 57%, Perception 60%, Willpower 52%

Passions
HUNGRY 80%

Combat Style & Weapons
Ape Out (Bite, Claw) 72%

Weapon	***Size/Force***	***Reach***	***Damage***	***AP/HP***
Bite	L	S	1d8+1d10	As head
Claws	L	M	1d6+1d10	As arm

Wispmother



What exactly a wispmother is changes on what book you read or bedtime story you listen to. The first liches, ancient Ayleid sorceresses, maybe just swamp gas. Very few people have heard of them let alone interacted with them, a cryptid in a world of monsters.

The stories start with being lost. Alone, wandering at night, when a light shows on the trail that you forgot about, and you shout after it: please! I am low on food, I can pay anything! You follow it and follow it, and it always seems to be staying the same distance away, until you end up somewhere no one has been in centuries. The trees are

truly ancient, the small ruins are just crumbled, mossy rocks. The light winks out, and then there she is.

Wispmothers want something. Someone to talk to? Something to play with? Some life force to steal? They'll send you on a quest. They like soul gems. If you're impolite or just too juicy looking, you may feel a slight twinge in your heart. They like soul gems. Did they just cast a spell on you? They like soul gems. They like you.

Wispmothers are effectively incorporeal Elementals, only able to be damaged by silver or enchanted weapons. They are immune to Frost, take half damage from Shock, and full damage from Fire. If they enter combat, they automatically summon a Wisp from their heart at the start of every Round at the cost of 1 Magicka until either they or their foe is dead. Once a Wispmother dies, it returns to the world in one week. If it strays 50km times its POW away from its place of power, it will not raise again. Wispmothers are more amused than vengeful, though some are nasty enough to simply attack on sight. Unlike most other elementals, Wispmothers know many magic skills and particularly make great use of their Master Illusion to make fully real seeming realities.

Wispmother	**2 cubic meters**	**Attributes**
STR: 2d6+8 (15)	HP	1d6+16 (22)
DEX: 3d6+6 (17)	Protection	1
INT: 1d6+12 (16)	Action Points	3
POW: 3d6+6 (17)	Movement Rate	6m (hover)
CHA: 2d6+6 (13)	Initiative Bonus	17
	Natural Weapon Size/Damage	M / 1d2
	Abilities	Summon Wisps, Spellcasting

	Magicka	17
Skills:		
Brawn 58%, Evade 70%, Fly 70%, Perception 93%, Willpower 96%, Combat 89%		
Magic:		
Destruction 95% (Frost, Freezing), Enchanting 109% (Hide Life, Trap Soul, Consume Essence), Illusion 117% (Phantom (All), Enslave (Humanoid))		

Wisp	**1 cubic meters**	**Attributes**
STR: 2d6+6 (13)	HP	1d6+4 (8)
DEX: 2d6+2 (9)	Protection	1
INS: 2d6+1 (8)	Action Points	2
POW: 1 (1)	Movement Rate	8m (hover)
	Initiative Bonus	9
	Natural Weapon Size/Damage	S / 1d2
Skills:		
Brawn 50%, Evade 56%, Fly 58%, Perception 73%, Willpower 64%, Combat 57%		

Wolf

Core Mythras, pg 272.

Xivilai



The petulant big siblings of the Dremora, Xivilai will never be seen sniveling. Unlike the rigid hierarchy of the Dremora, lower ranks exactly following the ones above, the Xivilai are disloyal to their core. Only the most powerful Daedric princes can sway their hearts, typically Mehrunes Dagon and Molag Bal.

They hate their reflections and seek their deaths. Despite this, Xivilai stipulate in their contracts with conjurationists that they be either summoned in pairs or not at all. Even Xivilai in their home planes of Oblivion will travel together in pairs. They are

savage and heedless warriors, wearing no armor and instead casting a Shield spell as appropriate for their enemies (usually Physical). No Xivilai would dare wield cowardly weapons: shields or polearms. If they cannot feel the spray of blood and crack of bones they do not live, eager to finish foes with their great weapon of choice. Foes foolish enough to get up close inside the reach of their weapons will be dispatched by a touch Destruction spell.

Casting spells at Xivilai is dangerous, as they are all affected by Wombburn, the same affliction that those born under the Atronach have. Whenever they make Endurance, Evade or Willpower Checks against magic, they find them 1 grade easier, and successfully making the check completely negates the spell effects, restoring Magicka equal to the casting cost of the spell. They cannot regenerate Magicka normally besides absorbing spells.

Xivilai		**Attributes**
STR: 3d6+8 (19)	Action Points	3
CON: 3d6+8 (19)	Damage Modifier	+1d8
SIZ: 2d6+15 (22)	Magicka	13
DEX: 2d6+9 (16)	Movement	8m
INS: 2d6+6 (13)	Initiative Bonus	15
POW: 2d6+6 (13)	Armor	None. 2 Fire Armor, -1 Shock Armor on all locations.
	Abilities	Intimidate, Wombburn
	Magic	Alteration 83% (Shield (All), Haste), Conjuration 65% (Evoke (Clannfear),

	Bound (Weapon)), Destruction 86% (Fire, Shock, Burning, Sapping)

1d20	Location	AP/HP
1-3	Right Leg	0 / 9
4-6	Left Leg	0 / 9
7-9	Abdomen	0 / 10
10-12	Chest	0 / 11
13-15	Right Arm	0 / 8
16-18	Left Arm	0 / 8
19-20	Head	0 / 9

Skills
Athletics 85%, Brawn 95%, Endurance 87%, Evade 77%, Perception 70%, Willpower 92%

Passions
Love (Slaughter) 76%

Combat Style & Weapons
Oblivion Take Thee (Greataxe, Greatsword, Great hammer) 102%

Weapon	*Size/Force*	*Reach*	*Damage*	*AP/HP*
Massive Greataxe	E	VL	2d8+2+1d8	6 / 12
Massive Greatsword	E	VL	2d10+1d8	6 / 14
Massive Great hammer	E	VL	1d12+3+1d8	6 / 12

Zombie

Core Mythras, pg 274. Typically zombies are unarmed and unarmored, but very likely carry diseases.

Acknowledgements

Bethesda, who owns most of the creature art in the Bestiary, variably taken from Legends and ESO

Roman Dubina, who owns the Bonelord picture
https://www.deviantart.com/romandubina

Jean Chandler (with assistance by Bill Harzia, Jack Gassmann, and Christopher Perry) for the d100 Codex Martialis manual. Used for some Long Blade traits.

Everyone on the Mythras Discord

The UESPWiki for its completeness and attention to detail.